WARLOCK

Rules for the Universe of 1999-2000

Credits

Original Rules

Robert Cowan; Basic Combat System
Dave Clark; Basic Magic System
Kenneth M. Dahl; Basic Clerical System
Mike Lowry and Pat Shea; Thievish Rules
Nick Smith; Other Systems and Rules

Previous Version

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Introduction

Several years ago, the first copies of a new game called **Dungeons and Dragons** appeared on the market. Fantasy fans and gamers in general were enthralled at the possibilities. Most of them became hooked on the game, due to its unusual and imaginative nature. You could actually do unusual things: slay dragons, rescue the downtrodden, and just grab loot.

When our group first started playing the game, our overall reaction was that it had great ideas, "but maybe we should change the combat system, clarify the Magic, and redo the monsters". *Warlock* is not intended to replace D&D, and, indeed would not exist without that classic game. What we have tried to do is present a way of expanding D&D without the contradictions and loopholes inherent in the original rules and with various supplements. By putting together *one* set of rule changes and interpretations and playing them for several years we have developed something that works pretty well. We spent a considerable amount of time working out a solid combat system, a coherent Magic system, and a more flexible way of handling the monsters as monsters, rather than men dressed up in gorilla suits. We have been (rightly) accused of making D&D into a different game altogether, but we think it is an enjoyable one, and hope you do as well.

We lack the space to go into the detail supplied by the D&D rules in some areas, such as Magic items and monsters, as well as how to design a dungeon or other game location. We will be going into some of this in a separate book for referees, but not here.

What you need to play

Other than this book, you mainly need the things that you would need to play regular D&D starting with someone with a lot of patience who has designed a dungeon, world, or wherever you want to have adventures. You also need dice, mainly at least one 10- or 20-sided die and several 6-sided dice. You may also need a 4- or 8-sided die, but these can be done using the other dice and rerolling higher numbers than the real dice would have. In these rules, whenever "dice" are referred to it means 6-sided dice unless stated otherwise.

Other things that are useful for the players to have are paper and pencils, for mapping and keeping track of characters, treasure, and anything else. Our group also uses miniature figures representing the characters of the game, allowing them to be physically positioned on a tabletop or other surface so that you can see what is happening. It is possible to spend a lot of money playing the game, but not at all necessary. Let your budget be your guide.

Terms to understand

Player Characters: These are what represent you in the game. They are equivalent to the "playing pieces" in most games and much more. Your characters will take on personalities of their own if you let them, and provide you with much enjoyment. They are the adventurers, the people who actually do things in the world of your referee, but the players control them. We suggest you have only a small number of player characters per player. In our games we allow any player to involve any 2 of his characters in any one adventure or expedition. Whether these player characters are Fighters or Elves, Clerics or Dwarves, remember that in their own world, they are people, and treat them accordingly.

Characteristics: There are eight things that are determined for each character at his or her creation: Strength, Intelligence, Wisdom, Constitution, Dexterity, Agility, Charisma, and Size. These are called 'characteristics'. See the rules on 'Creating Player Characters' for more.

Points: There are several types of points that must be kept track of for a player character. Experience Points are a measure of the amount of experience your character has obtained from defeating monsters, righting wrongs, and collecting treasure. Hit Points are a measure of how much damage a character can take before falling unconscious. For Magic using types, Spell Points are a measure of how much Magic they can throw in a given day.

Prime Requisite: This is the characteristic or characteristics which is the most important to each type of character. For example, the "prime requisite" of a Fighter is Strength. How high or low this prime requisite is helps to determine how good a character is at his or her chosen specialty: fighting, Magic using, etc.

Player characters

Each player is represented in the game by one or more player characters, which they must create and maintain. If one or more of a player's characters are killed or otherwise eliminated from play, a player must either: 1) find a way to recover the old character, by Magical or other means explained later; or 2) create new characters to replace the old. The following types of player characters are what we recommend you use in your games as normal characters. Included here are also some rules about the various types that will make more sense after you are more familiar with the rest of the game.

Fighters: Fighters are tough, strong men or women who specialize in combat and cannot use any Magical or Clerical spells by themselves. They can use most any weapon of a normal or magical nature. Fighters tend to be harder to kill than other types as the number of hit points they can take increases more rapidly than any other character type. Fighters may wear any armor that is their own size, although heavy armor may hamper their fighting, as explained later. A Fighter may learn Fighter abilities, which aid in combat and other situations. The prime requisite of a Fighter is Strength. *A character must have **Strength** of 9 or greater to be a Fighter.*

Clerics: Clerics are religious men or women who are able to call upon their deity or gods for help in the form of Clerical spells. They may use fewer magical items than Magic Users, and fewer weapons than Fighters, but have

certain items of their own. Clerics may wear any armor they find comfortable or convenient, but may only use weapons designed not to shed blood (fists, quarter staves, maces, and so on), and thus may not use swords and arrows. Clerics may use certain special consecrated items that enhance their own ability, such as Clerical staves. The prime requisite of a Cleric is Wisdom. *A character must have **Wisdom** of **9** or greater to be a Cleric.*

Magic Users: These are persons who have studied Magic and are able to throw spells. They may use any Magical item not specifically forbidden to them (such as armor and most weapons), and may arm themselves with daggers, quarterstaves, or *magical* swords. A normal Magic User is not permitted armor of any kind, or shields. As Magic Users progress in levels and gain experience, they are able to learn more and higher level spells, and gain greater ability to use the spells. The prime requisite of a Magic User is Intelligence. *A character must have **Intelligence** of **9** of greater to be a Magic User.*

Thieves: Thieves are persons who have perfected the arts of stealth, agility, and lock picking to a fine degree. They are able to get into places where other characters would find it difficult or dangerous to go. In order to use their abilities, however, Thieves must wear no armor more encumbering than leather (with a shield if they so desire). Also, due to their subtle nature, a Thief will not use two-handed weapons except in an emergency. In such a case, they attack at minus four levels. Quarterstaves are exempted from this limit. A Thief gains abilities as he increases in levels (see Thief section later in the rules). The prime requisite of a Thief is the average of dexterity and agility, rounded up. *A character must have **Dexterity** of **9** or greater, **Agility** of **9** or greater, and a sum of **Dexterity** and **Agility** of **25** or greater in order to be a Thief.*

Illusionists: Illusionists are a special class of Magic Users who study and use the art of illusion. They have the same basic restrictions as Magic Users, but use a different mixture of magical spells. The prime requisite of an Illusionist is Intelligence. *A character must have **Intelligence** of **15** or greater and both **Wisdom** and **Dexterity** of **13** or greater to be an Illusionist.*

Spellsingers: Another special class of Magic Users, the Spellsinger character class is designed to represent the various bards, skalds and other fantasy characters whose Magic is based on music. Their Magic is designed to affect the mind, the spirit, and the soul more than the body. Spellsingers have special abilities with musical instruments, as given in their rules section. Magical items that require activation by a Magical spell of classes I-VI are not usable by a Spellsinger, except for any abilities that do not require activation (combat abilities on an Earth Staff, for example). The Prime Requisite of a Spellsinger is Intelligence. *The minimum qualifications for a Spellsinger are: **Intelligence 15**, **Wisdom 13**, and **Charisma 13**.*

Dwarfs: Dwarfs tend to be smaller than men, but they make up for their size by being particularly resistant to fatigue and Magic (these differences are noted in the appropriate sections of the rules). Dwarfs are the only characters able to fully employ the more powerful Dwarf-made weapons and have a 5% bonus with all thrown weapons. They are much more likely to notice slanting passages, traps, shifting walls and new construction in underground settings, giving them a 20% bonus in the Fighter abilities of Tracking, Plant Knowledge, Animal Knowledge and Terrain Knowledge in situations directly involving mountains and caverns. Dwarfs are much more likely than other characters to know their way around underground settings without getting lost or not noticing how deep they are. They are able to judge the value of gems and jewelry without extensive testing. In most other respects Dwarfs are much like Fighters. *The prime requisite of a Dwarf is the average of the Strength and Constitution scores. A character must have a **Strength** of **15** or greater and a **Constitution** of **15** or greater to be a Dwarf.*

Elves: Elves have the ability to use weapons as Fighters do, and also use Magical spells. In fact, Elves can do everything that Magic Users and Fighters can do. Whenever there is a conflict between what the two types can do, Elves gain the benefit of whichever is to their advantage overall. Elves have a 5% bonus with bows (except crossbows). They have the disadvantage that they do not go up in levels as quickly as humans do. Elves are also more likely to find hidden doors and other objects than are most other characters. They have a 20% bonus in the Fighter abilities of Tracking, Plant Knowledge, Animal Knowledge and Terrain Knowledge in situations directly involving forests. They are very good at learning languages. Elves have the following bonuses: +5% on archery shots with bows, +15% chance of spotting hidden objects, +15% chance of not being surprised by unusual circumstances, +15% chance of hearing or seeing approaching danger, and the ability to see 50% farther than a normal human in dim light.

The prime requisite of an Elf is Strength or Intelligence, whichever is lower. *A character must have **Strength 9** or greater, **Intelligence 9** or greater, a sum of **Strength** and **Intelligence** of **25** or greater, and **Dexterity 11** or greater to be an Elf.*

Halflings: Halflings tend to be only about one half the size of the average man in height, but for their size they are the toughest characters in the game (Dwarves being somewhat larger). They have the same basic limitations as Thieves in what they may wear and use. A Halfling is at his best while outdoors or in places similar to their own homes, forests and glades. A Halfling gains special abilities similar to those of a Thief as he goes up in levels (see Thief rules for details).

Being only about 3 feet tall, Halflings are not capable of using certain weapons and implements made for humans, and can use others only with some sort of penalty. For example, in normal use, Halflings can only use slings and short bows for archery, although a somewhat smaller crossbow could be designed for a Halfling (it would cause only 1 die of damage instead of the normal 1 1/2 dice). The availability of special, scaled-down weapons such as this crossbow should be at the discretion of the individual referee. Of the melee weapons, a Halfling could utilize daggers, hatchets and short swords without penalty. If smaller versions are available, maces and warhammers of Halfling size (doing 1 die of damage per blow) could also

be used. Likewise a 1-die melee spear could be produced. Otherwise, Halflings simply do not have the size and leverage to use other human-size weapons properly. Thus, if a Halfling attempts to use a human weapon designed to cause 2 or more dice of damage from a normal blow, the Halfling must subtract 1 blow per Phase from the BASIC number of blows that the weapon strikes per Phase, adjusting his own blows further for his own encumbrance level. Thus, a Halfling trying to use a Longsword would be using it as if it were a 2 blow per Phase weapon. A morningstar would become a 1 blow per Phase weapon, and a Flail would become 0 blows per Phase, and thus unusable.

The prime requisite of a Halfling is either Constitution or Dexterity, whichever is lower. *A character must have **Constitution** of **15** or more, **Dexterity** of **15** or more, and **Agility** of **9** or more to be a Halfling.*

Rangers: This is a character class loosely based on the wandering loner characters in fantasy. This character class is primarily a fighting one, but Rangers can gain enough knowledge to make use of a little Magic eventually, and enough respect for the ruling deities that they can gain a little Clerical ability eventually. They are better than average Fighters, and have the same restrictions as Fighters, with the exception that Rangers who are 8th level or lower may not own any property, Magical or not, that is not portable enough to be carried along with the Ranger on one horse.

Rangers have a +15% bonus versus surprise, a 20% bonus in the Fighter abilities of Tracking, Plant Knowledge, Animal Knowledge and Terrain Knowledge for any 2 chosen terrain types.

A Ranger may, instead of using an ability opening for Fighter ability, use the opening to gain a level as a Magic User or Cleric. This can only be done with one ability each time the Ranger goes up a level. Thus a 10th level Ranger could be a 4th level Magic User and a 6th level Cleric. A Ranger has spell points equal to the sum of hits, level as a Magic User, and intelligence bonus per die, for which all his hit dice, not just his Magic User level hit dice, count. A Ranger who has taken as least 1 Clerical level can use Clerical implements.

The prime requisite of a Ranger is Strength. *A character must have **Strength** of **17** or more, **Constitution** of **15** or more, and **Intelligence** and **Wisdom** both of **13** or more in order to be a Ranger.*

Paladins: This is a character class loosely based on the idea of the chivalric knight from the legends of King Arthur and others. They are Fighters with a few of the abilities of a Cleric, and the ability to use Clerical implements, and swords that have been consecrated to their own faith. A Paladin must adhere completely to the rules of his faith, or lose all special abilities and become a normal Fighter. Paladins all take an oath of poverty, and keep only the minimum money needed to pay expenses. The rest goes to the church or the poor. They also only keep those Magic items that can be carried on self and steed, and they can make use of.

A Paladin has a 20% bonus in the Fighter abilities of Horse Knowledge and Riding (medium or heavy war-horse, by preference)

A Paladin may, instead of using a Fighter ability opening for an actual ability, use the opening to take a level of a Cleric up to a maximum of 1 Clerical level for every 2 levels the Paladin has gained. A Paladin may take no more than 1 level as a Cleric at any given level. A Paladin who has taken at least 1 Clerical level can use Clerical implements.

A Paladin has the natural ability to sense evil in his vicinity. The range of this sense is one inch per level of the Paladin. The chance that the Paladin will successfully detect the evil is equal to (level + 1) squared. Thus a 9th level Paladin will always detect evil if it is in his range. When evil is so detected, the Paladin gains 2 to 20 points of strength, rolled randomly on 2 ten sided dice, for the duration of the encounter. When the Paladin has detected the presence of evil, the party members following him into battle have the effect of a Clerical Bless(2) spell on them.

At 9th level a Paladin will go on a quest to find a holy sword. The nature of the quest and the design of the sword are determined by the referee.

The prime requisite of a Paladin is Strength. *A character must have **Strength** of **13** or more, **Wisdom** of **13** or more, and **Charisma** of **17** or more to be a Paladin.*

Cavaliers: The Cavalier class is related to the Paladin in the same way that the Illusionist is related to the Mage. Basically, the Cavalier is the character class that best recreates the "knight errant" and other similar heroic Fighter types.

The Cavalier may not take any abilities with any archery or second-rank weapons, and will not use any of them except as a matter of life or death for the Cavalier and direct associates. The Cavalier will always wear the heaviest possible armor in all combat situations. This does not mean that, if it becomes necessary to fight underwater, a Cavalier will automatically wear plate and drown. A Cavalier is determined, not stupid! Also, if a fight breaks out in a normally non-combat situation (dinner, bathing, etc.), the Cavalier will not foolishly insist on donning armor while an opponent is attacking. However, it must be remembered that mere discomfort is not a good enough excuse for a Cavalier to be under-armored. A Cavalier will wear plate armor if it is available, chain-plate in desperation. A Cavalier would not drop down to light armor just to gain defense levels from magical light armor.

The Cavalier feels that the best thing in the world is to win a good fight. The worst thing in the world is to lose a bad fight. People who do not follow the basic ethics of chivalry are beneath contempt. People who are otherwise nice people, but insist on wearing light armor are merely misguided, not evil.

Cavaliers may take Fighter abilities only with "knightly" weapons. These include: broadsword, long sword, wide falchion, 2-handed sword, great sword, mace, warhammer, beaked hammer, morningstar, flail, maul, great hammer, and mounted lance. Shields may be used, but not

bucklers. The Cavalier gets a 20% bonus to Horse Knowledge and Heavy Horse Riding abilities, if taken, and has 20% base numbers in those areas until the ability is taken.

In addition, there is a special set of Fighter abilities unique to the Cavalier class. The Cavalier must initially (upon creation) designate a chosen type of sword and a chosen type of impact weapon. These two weapons, plus lance and shield, form a special group for that individual Cavalier. The Cavalier has a "built-in" +1 to any attack levels on the three weapons, and a +1 to any defense levels taken with the sword, impact weapon, and shield. (Mounted Lance defense levels do not exist!) There is a special third level Fighter ability that gives a Cavalier a "flexible" level that may be added to any one attack or defense ability at a time, limited to the special weapon and shield group. There is a 4th level ability that gives a second "flexible" level, and a 6th level ability that gives a third "flexible" level. The levels may be applied together or separately, and may be re-allocated each melee round.

The prime requisite of a cavalier is Strength. *A character must have a combination of **Strength** and **Size** adequate to carry Plate and Shield plus 10 pounds of weaponry at speed 12" per Phase, **Constitution 13** or greater, **Dexterity 9** or greater, **Agility 9** or greater, and **Charisma 9** or greater to be a Cavalier.*

Warrior Priests: This is a Fighter who also has some Clerical abilities, and some weapon limitations. A Warrior Priest gains Fighter abilities as a Fighter, but gains Clerical spells at a rate somewhat slower than a Cleric. A Warrior Priest is limited to the use of any weapon a Cleric may use. The prime requisite of a Warrior Priest is Strength or Wisdom, whichever is lower. *A character must have **Strength 13** or more, **Wisdom 13** or more, and a sum of **Strength** and **Wisdom** of **27** or more to be a Warrior Priest.*

Combination Characters: It is possible for a character to be more than one type of character. *If a character has a score of **17** or better in the prime requisites of two or even three of the character types that can combine (Fighter, Cleric, Magic User, or Thief) then he can become a dual or triple character type.* A character with scores of 17 or better in both strength and intelligence could become a Magical Fighter, as an example. As such, he would gain the abilities of both types but would advance on a different advancement table for his type (see Advancement tables). Triple and quadruple characters are also possible, but you should be suspicious of anyone claiming to have rolled one up randomly. The prime requisites of a combination character are the lowest of the prime requisites of the types that are combined. **Note:** Thievish combinations can average the Agility and Dexterity, so an 18 and 16 or even 19 and 15 combination will allow for a thievish combination character.

Dwarfs and Elves may only be combination Thieves. An Elf may be a combination Elven-Thief if he has Strength, Intelligence, Dexterity, and Agility all of 15 or more. A Dwarf may be a combination Dwarven-Thief if he has Strength, Constitution, Dexterity and Agility all of 15 or more.

Illusionists and Spellsingers can also be combination characters in place of Magic Users, i.e., a Fighting-Illusionist is possible, and a Magical-Illusionist is not. In this example, the Fighting-Illusionist would have to qualify as both a Magical Fighter and an Illusionist.

Others: Other type of beings can be a player character in special circumstances, such as a reincarnation. Some notes on these are given below.

Centaurs: These beings are one of the optional character types. In worlds with restricted character types, and for beginning players and referees, this character type should not be used except as the result of a Reincarnation spell, if the referee permits non-humanoid reincarnations. Some people might like running a Centaur, others might find it difficult. Each referee or group of referees should decide for themselves whether or not to allow them, and with what restrictions.

Basically, a Centaur is a being with the upper body of a human being and the lower body of a small-to-medium-sized horse. This means that a Centaur has a lot more mass than a human, in fact roughly 3 times the body weight. Thus, when rolling the Size of a Centaur randomly, figure the weight as 700 pounds plus 3 times the rolled Human weight. Female Centaurs should only adjust the Human weight, before multiplying. Thus, a male Centaur that is size 10 would weigh roughly 1150 pounds. The dividing line of man and horse on a Centaur is roughly at the human waist, which joins the horse-body at the base of what would be the horse's neck. Thus, a Centaur has four feet and two arms. The carrying capacity of a Centaur is similar to its size: big. The only restriction to Centaurs carrying things is that the weight of their equipment and such should be distributed so that roughly 2/3 carried by the horse body, and 1/3 by the human body. Carrying capacity for a Centaur is figured as if for a normal human.

While faster running than a normal human, a Centaur is less maneuverable in tight spaces. Basically, a Centaur is happiest outdoors, and thus is not the best of character types in worlds that consist of dungeons and tunnels under the ground. Centaur movement speed is 4/3 that of a human, so when a Centaur is 1/4 of his maximum carrying capacity, he will be able to move at speed 16, whereas a human would move at speed 12.

Centaurs may be Fighters, Magic Users, Illusionists, Spellsingers, or Thieves, based on their characteristics as if human. They may not be Clerics, nor may they be any combination character that at any level gains the powers of a Cleric. In systems that allow druids, a Centaur with sufficient Wisdom should be permitted to gain druidic powers. Centaurs attain levels and hit points based on their class, using the table below. Note that they take more hits than their human counterparts, partly due to their larger size and strength.

Centaur Class	Experience Table	Hit Table
Fighter	Dwarf	Dwarf
Mage, Illusionist, Spellsinger	Elf	Elf
Thief	Dwarf	Fighter
Fighting-Thief	Dwarven-Thief	Dwarven-Thief
Magical-Fighter	Elven-Thief	Fighter
Magical-Thief	Elven-Thief	Elven-Thief

Centaur Magic Users, lllusionists, and Spellsingers gain spells at the same rate as an Elf, and should thus use the Elven Advancement table to determine how many spells are acquired at each level. Centaur Thieves gain abilities at the same rate as a human Thief, per level, but are restricted from using certain abilities, at the discretion of the referee. Basically, a Centaur Thief should not be allowed to use any Thievish Abilities that would be physically unreasonable for something shaped like a Centaur: hiding and moving silently would be more difficult, as would any of the ducking and dodging abilities. Still, a Centaur Thief could utilize melee and archery abilities, detection and burglary skills, and so on.

Centaurs have the following bonuses: +5% on archery shots with bows, +15% chance of not being surprised by unusual circumstances, +15% chance of hearing, seeing, or smelling approaching danger.

Were creatures: Any of the various types of were-creatures that change from man to beast and back again are likely candidates for character types. Like Centaurs, these creatures are difficult to run as characters, and should not be handled by novice players or referees.

Were-creatures have the special advantages that they cannot normally be damaged in their beast forms except by silver or Magic. They have the disadvantage that they lose much of their human intelligence when in beast form. This means that they cannot think as clearly or communicate with other members of an expedition as easily as when in human form. The player should always remember that the being must act within its own restrictions, such as not trying to change shape while wearing armor, not trying to throw spells while in beast form, and so on. It takes one full Turn for a were-creature to change forms. When in human form, a were-creature can be any of the character classes that his characteristics allow, determined as if a normal human character. The only restriction to this is that if a character's alignment has been altered by becoming a were-creature (such as a Lawful character becoming a Neutral or Chaotic were-creature by means of a curse), the character may no longer be a Cleric of his old alignment. The characteristics of a were-creature are the same as for a normal human, except for the fact that some types of were-creatures should be given a strength bonus when in beast form, particularly any were-creature that is particularly strong in comparison to a normal human. This is up to the individual referee. Due to the nature of a were-creature, it has difficulty absorbing the advantages of experience. Thus, a were-creature advances in level as if it were whatever character class it might be when in human form and needs twice the experience per level to advance.

Basically, any animal of roughly human size and weight could be the basis for a were-creature, depending on the referee and his world. Until you get the hang of designing new ones, stick with the ones from common fantasy and mythology sources.

Advancement Tables

The following is an explanation of the things found in the Advancement Tables for the different character types, first the things found in all types, then the specific types.

Level is the Experience Level of the character. All player characters should start at a low level, say first to third.

Hit dice is the number of cumulative 6 sided dice rolled to determine how many hit points of damage a character can take before falling unconscious. If the number in the column is a fraction, then the results of the die roll is multiplied by that fraction and rounded up. For example, a Cleric going from 9th to 10th level would roll a half die; a roll of 3 would result in the gain of 2 hits. A Fighter going from 2nd to 3rd would roll a half die and a full die. Note that the results of these rolls are cumulative, when a character gains a level, new hits rolled are added to the previous total.If levels are lost, then hits remain the same when the lost levels are recovered.

At any time, a character has a margin between his Hit Points and the point at which he dies from damage. This margin is equal to (Constitution x 0.03 x Hit Points). Thus a character who has Constitution 10 and takes 10 Hit Points has a margin of 10 x 0.03 x 10 = 3 points. This character would become unconscious after receiving 10 points of damage in combat or from Magic, and would die upon receiving 13 points of damage.

Experience means that this is the number of total experience points needed for a character of that type to be the level on that line. For example, a Cleric with 4000 Experience Points would be 3rd level, while an Elf with 4000 points would only be 2nd.

Spells progression refers to the total numbers and levels of spells known (in the case of a Magic User) or usable (in the case of a Cleric). The number above each column is the spell level (indicating the relative difficulty of the spell). The number in the columns opposite each character level indicate the total number of spells that can be learned (by a Magic User) or used during a game day (by a Cleric).

Abilities acquisition for fighting and thievish types gives the total number and level of abilities that can be learned by these characters.

Creating Player Characters

Step 1: There are eight characteristics which need to be determined initially for each character. These are: Strength, Intelligence, Wisdom, Constitution, Size, Agility, Dexterity, and Charisma. These are each determined by rolling three six-sided dice (once for each of the eight). Record the results, as these characteristics are normally permanent after step 6.

To give you some idea of what these characteristics actually mean, they can be interpreted as follows: Strength is both physical and the overall fighting ability of the character. Intelligence is both the IQ and the general aptitude for Magic. Wisdom is both judgment and tendency towards things Clerical. Constitution is overall toughness of body and spirit. Size is body size. Agility is physical quickness and maneuverability. Dexterity is quickness of mind and eye for both archery and Magic. Charisma is the overall likability of the character.

Step 2: As an optional rule, the player may change the rolled characteristics as follows. The player may swap any two characteristics, except size. Also, any swap involving Charisma must raise Charisma. This swapping rule allows players to get the character types they wish.

Step 3: Choose the character's type from those available. Each character class has certain basic requirements that must be met. It is recommended that any character be made whatever he is best at. The requirements for a character class may be met including any adjustments made in step 4.

Step 4: Adjust the characteristics according to the following. No characteristic may be lowered to a value less than nine. Magic Users, Illusionists, and Spellsingers may raise Intelligence by one for each reduction of Wisdom by two. Clerics may raise Wisdom by one for each reduction of Strength by three or for each reduction of Intelligence by two. Thieves and Halflings may raise Agility by one for each reduction of Strength by two, or raise Strength by one for each reduction of Intelligence or Wisdom (not combined) by three. Any type that gets Fighter abilities can raise Strength by one for each reduction of Intelligence by two or for each reduction of Wisdom by three. Combination characters can use any of these adjustments appropriate to their classes. Elves are treated as a Mage and a Fighter combination. In other words, a Cleric with Strength 14, Intelligence 13, Wisdom 15 could be adjusted to Strength 11, Intelligence 9, and Wisdom 18. Three points were subtracted from Strength, four from Intelligence, making a total addition to wisdom of three. It is possible to adjust a character into being a combination character, or to a prime requisite of higher than 18 in some cases. It is beneficial to have as high a score as possible in the prime requisite of a character, There are also benefits from having high scores in other areas (See Effects of Characteristics on page 7).

Class	Strength	Intelligence	Wisdom	Agility
Fighter Types	2 Int = 1 3 Wis = 1	N/A	N/A	N/A
Magic	N/A	2 Wis = 1	N/A	N/A
Cleric	N/A	N/A	3 Str = 1 2 Int = 1	N/A
Thief Halfling	3 Int = 1 3 Wis = 1	N/A	N/A	2 Str = 1

Step 5: Decide if the character will be male or female. If the character is to be female, then her weight will be reduced by 20 pounds (30 pounds if she is size 18), and one characteristic, determined randomly and other than Strength or Size, is increased by one.

Step 6: As an optional, but recommended, rule you can roll on the Special Characteristics tables starting on page 8. Any character should roll in the appropriate column

for his type. Elves should roll as either Fighters or Magic Users, depending on which is higher, their Strength or Intelligence (rolls on both in case of a tie). In the same way Warrior Priests roll as either Fighters or Clerics, or both. Paladins roll as both Fighters and Clerics. Combination characters roll as each type included in the combination. Dwarfs and Cavaliers roll as Fighters, Rangers roll as Fighters, Mages, and Clerics, and Halflings roll as Thieves. Illusionists and Spellsingers roll as Magic Users. After rolling a Dwarf's or Halflings' weirdness, increase its effects by one more level; e.g., a Dwarf who rolls a swords - 1 is actually swords – 2 and a rolled swords – 2 is actually swords - 3.

Step 7: Determine the character's weight and maximum carrying capacity from the Weight and Strength Effects table on page 24. Also see Effects of Characteristics on page 7 - Size.

Step 8: Determine the number of hits that can be taken and the number of spells or abilities available to the character for his type, from the Advancement Tables starting on page 6.

Step 9: Determine the character's initial amount of gold with which to buy equipment. This is done by rolling three six-sided dice and multiplying the results by 10, Thus a character starts with 30-180 gold pieces, with an average of around 100.

Step 10: Purchase (from the funds available to the character) the armor, weapons and other equipment that the character is to carry (see Equipment Weight and Cost tables on page 13). Please note that this purchased material is non-Magical. Experience will teach you which weapons and gadgets are needed, and some are dictated by circumstances. Torches, for example, are needed in quantity for underground or cave travel. Pack animals are used outdoors (except for mules, which can negotiate underground passages). Other materials are at the discretion of the players.

Step 11: From the time of their first expedition, player characters must pay for their upkeep at inns and such, the cost reckoned to be 1% of their gold per game month. In addition, Clerical types should pay tithes (10%) of any earnings to their church. Upkeep costs (but not tithes) cease upon completion of a stronghold for the player characters, such as a castle, keep, or other holding. In other words, an 11th level Magic User no longer has to pay upkeep once he completes construction of his own Wizard's Tower or whatever he chooses to build. Clerics may begin building a hold when they reach 8th level, Fighters and Thieves at 9th level, and Magic Users at 11th.

Effects of Characteristics

There are beneficial and harmful effects caused by having high or low characteristics on a character. These are as follows:

PRIME REQUISITE: If the Prime Requisite of a character is 19 or more, he gets a 15% bonus added to his earned experience. 15 to 18 get a 10% bonus. 13 to 14 get a 5% bonus. 9 to 12 gets no adjustment.

STRENGTH: See the Strength Effects Table on page 25 for adjustments to carrying capacity and fighting ability.

INTELLIGENCE: For a Magic using character, an Intelligence of 13 to 15 gives that character an extra 1/2 Spell Point for each full Hit Die he gets, An Intelligence of 16 or higher gives the character an extra 1 Spell Point for each Hit Die he gets.

WISDOM: For a Clerical character, Wisdom or 13 to 17 gives a character a bonus of +1/2 point per die of healing, and +1/2 per die when rolling to dispel Undead, both for quantity and for chance to affect them. Wisdom of 18 or greater increases these bonuses to +1. Further, Wisdom of 15 or higher gives the Cleric a 5% bonus chance on dispelling demons.

CONSTITUTION: Constitution of 16 or more gives a character a bonus of 1 hit point for each Hit Die. 13 to 15 gives a bonus of 1/2 hit point for each die. 6 to 8 results in a loss of 1/2 point per die, and a constitution of 5 or less results in a loss or 1. In the cases of low Constitution, the loss of points is disregarded if a 1 is rolled on the hit die. In other words, a character must always gain 1 hit point when going up a level.

AGILITY: Agility of 16 or greater adds 1 to the defense level of a character. Agility of 5 or less subtracts 1 from the defense level of a character. The agility of a character is also affected by how much the character is carrying. If the character is loaded so that movement at speed 12 is possible, then there is no adjustment to agility. If the character can move at speed 15, then his defense level and agility based Saving Throws are figured as though the agility is 2 points higher. At speed 18 or above, this bonus is 4 points. At speed 9, subtract 2 points, and at speed 6 or less, subtract 4 points.

SIZE: The Size table gives the basic weight of a normal human male for purposes of figuring out carrying capacity. For other types, adjust as follows: For female characters, subtract 20 pounds from the weight before doing any other modifications or calculations of carrying capacity. For Elves and Dwarfs, after calculation of carrying capacity, determine actual weight by subtracting 2 from the rolled size. For Halflings, divide weight by 2 to find the character's true weight and find the carrying capacity this weight plus 20 pounds.

Carrying capacity of a character is calculated by multiplying the weight of the character by the carrying capacity multiplier for that character's Strength, applying any adjustments for special types of characters stated in the Size notes. Thus, a human of Strength 18, Size 18 would be able to support (barely) 250 x 3.0 or 750 pounds. He would be able to operate normally (speed 12” movement) while carrying no more that 1/4 of the amount, and so on (see Time and Movement rules on page 11).

Men and Their Animals

There are several types of normal animals that are used both by encountered men and by characters, and should thus be discussed. Draft animals and hunting animals are quite common, and some are listed in the Equipment tables.

Basically, normal animals all have the same Saving Throw Class: Class 3. Normally, they are Armor Class 1 if without harness or packs, Armor Class 2 if saddled or harnessed, Armor Class 5 if wearing Chain Barding. Unless stated otherwise, normal animals have Attack and Defense Levels equal to their Hit Dice. The following list gives the differences between the various animals.

Mules: These are the only pack animals that you can normally use in caves, tunnels, or other narrow or steep areas. Mules have 3 Hit Dice, and can carry up to 350 pounds at speed 12". Mules can pull wagons or sleds weighing, with load, up to 1000 pounds. A mule, if attacked, will kick with Small Hooves.

Light Horses: These are the fastest horses normally available, but are not very sturdy. A Light Horse can carry up to 250 pounds at speed 24", and cannot be trained to pull wagons. Light Horses have 2 Hit Dice, and can, if attacked, kick with Small Hooves.

Medium Horses: These are more durable, but not as fast. A Medium Horse can carry 350 pounds at speed 18", and cannot be trained to pull wagons, but can be trained to wear Barding or to participate in cavalry melee. Medium Horses have 3 Hit Dice, and, if in melee, can kick with Small Hooves.

Draft Horses: These are sturdy, durable workhorses, who can carry or pull great weights, but not very fast. A Draft Horse has 4 Hit Dice, and can carry 450 pounds, or pull a wagon or sled weighing 1500 pounds, moving at speed 12". Draft horses will attempt to avoid combat, but if forced, will defend themselves using Medium Hooves.

Heavy Horses: These beasts, also known as Warhorses, are bred and trained for battle. They are physically quite similar to Draft Horses, being among the biggest and toughest of horses. A Heavy Horse will carry up to 450 pounds at speed 12", and can be trained to wear Barding and to participate in battle, but does not pull wagons or sleds. Heavy Horses have 4 1/2 Hit Dice. They thus have Attack and Defense levels of 5th level. Heavy Horses, if in combat, attack using Medium Hooves.

Hounds: These are the tracking dogs that are commonly used. They move at speed 15", and can attack using Small Teeth. A Hound has 2 Hit Dice.

Mastiffs: These are the more solid killing-dogs, bred for strength. A Mastiff moves at speed 15", and can attack using Medium Teeth, attacking at 4th level. A Mastiff has 3 Hit Dice.

Falcon: These are the hunting birds commonly used, and actually includes several varieties. They fly at speed 24", and can attack using Small Teeth (Beak) or Small Claws, but normally only attack small animals. Falcons have 2 Hit Dice, but attack at 3rd level.

Special Characteristics

The special characteristics table is mostly very simple. For each character, roll a percentile die or pair of dice, numbered 01-100 and find the characteristic in the column corresponding to the character type. Please note that these are almost all minor handicaps to be overcome, or occasionally a minor bonus.

(weapon name) -1 means that the character is -1 attack level or -5% archery accuracy with that weapon, as appropriate.

-5% vs. Magic Type means that the character's Saving Throw is worsened by 5% against that type of Magic.

Use Magic Type at +1 SP means that the character must expend an extra spell point each time he casts a spell of the type listed.

Familiars: When the Magic User Weirdnesses on page 22 indicates that a character has a familiar, or when the referee determines that a non-player character has one, the Basic Familiar Table on page 22 can be used to determine just what the familiar is. Roll the type of familiar on the table for the appropriate alignment. A result of Special should be at the discretion of the referee, generally something somewhat unusual, but not altogether impossible. A unicorn might be one possibility for a Lawful Magic User, and so on.

Familiar Rules for 1999-2000

Introduction: A Familiar is a spirit which has taken on the form of an animal to act as assistant or partner to a magic caster (called the Partner of the Familiar). Exactly why and how the Partner acquired a Familiar is a question to be answered elsewhere. These rules address designing the Familiar and developing it as the Familiar and Partner advance in Level.

Acquiring a Familiar: In game terms, a Familiar is normally acquired as a Special Characteristic. A Familiar off of the Negative Special Characteristics Table will be of a random Type (see Type, below) and a Familiar off of the positive table will have a Type chosen by the player. Modifiers, plus and minus, will affect the number of Build Points available (see Build Points, below).

Designing the Familiar: A Familiar is normally designed by first determining its Type and Form, then allocating all manditory Build Points. If the Partner is higher than 1st Level, then additional Build Points may be allocated. Finally, details can be filled in such as the Familiar's name, exact appearance, personality, and so on.

Basic Abilities: All Familiars have the following capabilities unless they purchase abilities - Characteristic values of 12, Hit Dice as Magic User, Armor Class 1, running 12", empathy, normal human senses (except lacking color vision), a Type and a Form, no natural weapons, and Level and Saving Throws equal to the Partner's.

Build Points: A Familiar has certain abilities purchased with Build Points (BPs) according to the Familiar Ability Chart. A Familiar starts with 5 BPs determined by its Type and 2 BPs determined by its Form. The Familiar gains +1 BP each time the Partner gains a new Spell Level above 1st and may have additional points from Special Characteristics. All of these additional BPs are spent at the discretion of the Player in accordance with the restrictions given in the ability descriptions. Example: If the Partner is a 9th level Magic User, the Familiar has 4 extra BP. BPs may be saved up to purchase more costly abilities later.

Type: There are three Types of Familiars, which have different fundamental functions. At higher levels, with the

acquisition of additional abilities, the differences among Types may blur, but initially they are as follows:

- **Scout:** A Scout watches for the Partner and warns of danger. Initial abilities are Int +2, Talk, Sneak -30%, Sense +15%, and either Move +6" or extra Movement Mode.
- **Aide:** An Aide assists the Partner's spell casting in various ways. Initial abilities are Int +2, Talk, Hit Dice as MF, Saving Throw Class 13, and Use Hits as SP.
- **Bodyguard:** A Bodyguard will attach anyone who attacks its Partner or anyone else upon command. Initial abilities are Hit Dice as F, AC 2a or 3, small monster weapon, and one Characteristic +2.

If a Familiar is acquired from the Negative Special Characteristics Table, the Type is generated randomly, with equal chances for each of the 3. Off of the positive table, the player may choose. If a Familiar is acquired in some other way, the referee determines the Type.

Form: The Form of a Familiar is the animal it resembles. This is normally generated randomly from a table, but may be determined by the referee or in some other way. The Form of the Familiar determines what natural weapons and Armor Class are appropriate (but, see Appearance, below). The Familiar will have 2 BP of abilities determined by its Form. These abilities should be chosen primarily for flavor. For example,

- **Bird:** Flight, Color Vision
- **Cat:** Night Vision, Sneak
- **Dog:** Ultrasonic Hearing, Sensitive Smell

Appearance: The Familiar's appearance includes such details as its approximate size, species, sex, coloration, degree of beauty, and so on. The initial appearance should be determined by the initial abilities. For example, a bird that attacks with Medium Teeth probably isn't a robin, but is something significantly larger. Always remember, though, that the Familiar is not actually a natural animal. If later abilities are not consistent with its original appearance, then the Familiar can be assumed to change. A cat may become bigger and scarier as it goes up in Level, for example, possibly even turning into a lynx or ocelot. However, there are limits, and some abilities will be too inconsistent to be permitted. A bird should never develop tentacles, and a cat should never develop scales (Armor Class 5), to give two examples.

Death: A dead Familiar may not be raised from the dead by a Cleric, but may be Reincarnated (6M). If the Reincarnation is successful (ST Class 13), generate a Familiar of the same Type and random Form with the same Build Points as the previous Familiar.

Familiar Ability Chart

Ability	Points
Math	1
Memory	1
Sense +15%♦	1
Slow Heal	2
Sneak -30%♦	1
Spell Accuracy +5%♦	1
Spell Projection	3
Use Hits as SP	1
Add One Sense♦	1
Armor Class	
1	0
2a/3	1
2b/4a/5	2
Characteristic +2♦	1
Combat Levels +1/+1♦	1
Communications	
Empathy	0
Speech	1
Telepathy	1
Clairsentience	1
Hit Dice	
as MU	0
as MF	1
as F	2
Move	
12"	0
+6" ♦	1
Movement Mode, extra♦	1
Saving Throw	
As Partner	0
Best of Partner or 13	1
Weapons	
None	0
add one small♦	1
enlarge to medium♦	1

♦ May choose up to 3 times

Familiar Ability Descriptions

The abilities described below are purchased with BPs according to the table above. A few have prerequisites, as noted. Others have intermediate stages and may be purchased gradually. For example, Armor Class may be purchased at the 1 BP level and later increased to the 2 BP level.

Add One Sense: The default senses of a Familiar are equivalent to those of a human with no color vision. This ability adds one extra sense. Examples include color vision, night vision, sensitive smell, and ultrasonic hearing.

Armor Class: A Familiar is normally Armor Class 2A, which is appropriate to most Familiar forms. The Familiar may be adjusted from 2a to 3 for +1 BP; AC 2b, 4a, or 5 for +2 BP.

Characteristic +2: The characteristics of a Familiar are all considered to have value 12. For 1 BP, one Characteristic may be raised by 2 points. This ability may be taken a maximum of 3 times per Characteristic.

Combat Levels: With this ability, the Familiar gains +1 Weapon Attack and +1 Weapon Defense with each of its natural body weapons, as per the Fighter Ability.

Communications: A Familiar and its Partner will sense each other's direction, but not the distance. They also share a form of empathy. Each can sense the other's emotions and general state of health (conscious, weary, in pain, etc.) For 1 BP, the Familiar can speak and understand all languages that the Partner knows, although with a level of sophistication limited by its intelligence and nature. Prerequisite: Intelligence 14+. For +1 BP, the Familiar can communicate thoughts telepathically with its Partner within a range of 24". Prerequisite: Intelligence 16+ and Speech. For +1 BP, the Partner shares all of its sensory information if within 24". Prerequisite: Intelligence 18+ and Telepathy.

Hit Dice: A Familiar has the same Hit Dice as a Magic User of its level. For +1 BP, the Familiar has the Hit Dice of a Magical Fighter. For +2 BP, the Familiar has the Hit Dice of a Fighter. When increasing a Familiar's allowed Hit Dice, immediately roll the additional number of dice to which it is entitled, and record the result.

Math: A Familiar normally cannot distinguish distances or numbers with any precision. This ability allows the Familiar to count objects or people that it recognizes and to measure distances it can perceive to within an accuracy of 10%.

Memory: A Familiar normally has a hazy memory at best of events before yesterday. This ability allows the Familiar to recall previous events with the same clarity as its Partner, although possibly with less understanding. The Partner may ask the Familiar to remind him of events (Referee judgement).

Move: The base movement of a Familiar is 12" of running. This ability increases the movement by 6". The Familiar's Speed Class for combat is not altered.

Movement Mode, extra: This ability gives the Familiar another mode of movement, such as flight or swimming. The Familiar's total movement should be divided among its various modes, each of which has a separate maximum. Example: A Familiar with a base movement of 12" is a seabird that flies, runs, and swims. The Familiar may be given flight of 8", running of 2", and swimming of 2".

Saving Throw: A Familiar normally possesses the same Saving Throws as its Partner, except for Characteristic-based Saving Throws, which are calculated based on its own Characteristics. This ability gives the Familiar's Saving Throws are the better of its Partner's or Monster Saving Throw Class 13 (spirit beings).

Sense +15%: This ability adds 5% to the Familiar's chance of noticing things with any of its senses.

Slow Heal: This ability causes the Familiar to heal 1 point of damage per Turn unless dead.

Sneak -30%: This ability subtracts 30% from chances to sense the Familiar when it is hiding or sneaking, as per the Thief abilities Move Silently and Skulking.

Spell Accuracy +5%: This ability adds 5% to the Partner's accuracy with spells when the Familiar is within 12". The Familiar must be conscious and perceive the target.

Spell Projection: This ability allows the Partner to cast spells targeted from the location of the Familiar with the same restrictions as Projected Image (6M). The Familiar must be conscious. Furthermore, an offensive spell will cause a spell such as Invisibility cast upon the Familiar to break, and the Familiar will be visible.

Use Hits as SP: If the Familiar is within 12", the Partner may expend Spell Points at a cosst of 1 Hit Point of damage to the Familiar per Spell Point instead of deducting the Spell Points from his own total.

Weapons: A Familiar normally possesses no natural body weapons. For 1 BP, the Familiar may have one small monster weapon appropriate to its Form. For +1 BP, the weapon enlarges from small to medium (small claws become medium claws, and so on.) The Familiar may take each of these abilities a maximum of 3 times.

Languages

Each player character has a language learning ability, in points, equal to (Intelligence + Wisdom)/4. Thus, a character with Intelligence of 10 and Wisdom of 10 has (10+10)/4 = 5 language points. These points include all languages known by the character previous to adventuring as well as those to be learned later. This is to simulate the difficulty in speaking multiple languages fluently.

The total number of languages learnable by a character is determined as follows: Languages can be learned at a cost of 1 point for each level of difficulty of the language to be learned (ranging from 1 to 10 in difficulty). Thus, Goblin, a simple and coarse tongue, only costs 1 point, whereas Elvish, a more rich and difficult language, costs 5.

Any player character gets one language at no cost, normally his alignment language (Lawful, Neutral, or Chaotic) Special exceptions are made in the case of Dwarfs, Elves and the like, who pay no cost for their own tongue, but must pay to learn alignment languages.

For one-half the normal cost for any language, a character can learn enough for simple conversations, but not enough to fully command a language. Elves, due to their nature and background, learn languages more easily than humans and most other intelligent beings, so multiply their basic language point total by 2. Thus they can learn more languages. Dwarfs, Halflings, and Rangers also, by their nature, tend to become involved with other languages at an early age, so multiply their basic language point total by 1.5, allowing them some extra language ability.

Not all languages are immediately available for the learning in most cities. The learning of a language is limited by the availability of a teacher for that language. The chance of such an instructor being available in a given normal fantasy city of mixed population is listed for each language as "Availability". Use these as a guideline for determining other languages not listed.

It takes approximately 1 game-month of intensive study per difficulty point to learn a language fluently. If the character is only studying the language on a casual basis, it takes 4 game-months per difficulty point to gain fluency.

Some languages have specific dialects, and examples are listed in the language descriptions. These dialects are offshoots of the main language, and can be learned simply

once the main language is known. For each dialect learned of a language, the cost is ½ the cost of the main language.

Language Descriptions

Common: This is the trade tongue of most humanoid intelligent beings. That is, it is not a native language, but an artificial mixture of words and phrases generally understood, developed for the purposes of trade and communication between different peoples. Difficulty: 1. Availability: 100%.

Lawful: This is the normal language of lawful humans. It is the commonly spoken language of various lawful non-human beings as well. Difficulty: 2. Availability: 100%.

Neutral: This is the normal language of Neutral humans. It is the commonly spoken language of various neutral non-human beings as well. Difficulty: 2. Availability: 100%.

Chaotic: This is the normal language of chaotic humans. It is the commonly spoken language of various chaotic non-human beings as well. Difficulty: 2. Availability: 100%.

Elvish: This is the basic language of the various Elves, no matter what location or alignment. Difficulty: 5. Availability: 90%.

Dwarfish: This is the basic language of the various groups of Dwarfs, no matter what location or alignment. Dwarfs are somewhat secretive about their language, and this means that not all cities will have persons who can teach this one. Difficulty: 5. Availability: 70%.

Greek: Difficulty: 3. Availability: 70%.

Latin: Difficulty: 2. Availability: 90% if your major churches use it, 70% otherwise.

Norse: Difficulty: 2. Availability: 70%.

Arabic: Difficulty: 4. Availability: 30%.

Dragon: Each color of dragon has its own dialect. The availability of each dialect is reduced by 1% for each 10 miles you are from the natural habitat of that type of dragon. Basic Dragon Difficulty: 10. Basic Dragon Availability: 10%.

Giant: Each type of giant has its own dialect. The availability of each dialect is reduced by l% for each 10 miles you are from the natural habitat of that type of giant. Basic Giant Difficulty: 2. Basic Giant Availability: 30%.

Goblin: (Spoken by goblins, hobgoblins, and related beings). Difficulty: 1. Availability: 20%.

Kobold: (Spoken by kobolds and their kin). Difficulty: 1. Availability: 20%.

Trollish: (Ogres speak a dialect of this tongue) Difficulty: 3. Availability: 20%.

Mer: (Dialects of this language are spoken by Tritons, Mermen, Nixies, Elves of the Sea, and other underwater beings) The availability of Basic Mer and of any dialect decreases by 1% for each 5 miles you are from large bodies of water, especially oceans. Difficulty: 5. Availability: 10%.

Wisp: This is the basic language of aerial beings. Pixies speak a dialect of this language. The availability of Basic wisp and of any dialect decreases by 1% for each 5 miles you are from high hills or mountains. Difficulty: 4. Availability: 10%.

Old Forest: This is the basic language of Dryads and other beings of the deep forest. The availability of Old Forest or of any dialect thereof decreases by l% for each 5 miles you are from a true forest (not just a park or grove) Difficulty: 4. Availability: 10%.

Time and Movement

It is suggested that you use the following set of scales of time and movement for the game:

One real day (noon to noon) = one Game Week. This allows you to play more than one expedition or adventure in a real day and also allows expeditions that take more than one day of the characters' time without having to come back the next real day to continue.

One real inch = 6 game feet or 2 meters. This allows you to use miniature figures to set up the physical positions of characters, so that the players and referee can see what is going on, and visualize the action. When inches are referred to in these rules, they are these 6 game foot inches.

In a dungeon or other similar situation, a Turn = 1 minute of game time. This length of Turn is used for movement, Magic, and any other case where a game 'Turn' is referred to unless it states otherwise.

Timing: Each game Turn consists of six 'Phases' of ten seconds each. Each Phase is broken down into three basic parts: Movement; Magic & Archery; Melee. It is not necessary to keep track of or operate in Phases except when encounters or combat occurs, rather than just walking around. The Phases take place in the above order during any individual Phase. First, all characters in the situation move to any new positions, as allowed by the referee. Then, any magical spells are thrown and any archery fired. (This step includes the use of most Magical implements other than weapons or armor). Finally comes melee, with hand to hand combat being resolved. While seeming complex, after the first couple of times this system is used, the order will become familiar and easy to remember.

Surprise: At the beginning of a encounter, there is a chance that the characters, or whatever they are encountering, will be surprised. Normally, there is a 33% chance of this happening, with modifiers for character type and situation per the referee. A surprised person loses all actions for one movement, Magic & archery, and melee Phase. The only exception to this is if you find yourself under attack. Then you can start to defend yourself immediately, and start to attack after losing 2-5 blows drawing a weapon. If you carry your weapon drawn, then you lose only one blow, but there is a 25% chance you will in your surprise drop it (10% if it is a two handed weapon).

Dexterity counts: Since the *precise* order in which spells and archery are fired often makes a difference in a battle, we have introduced the Dexterity Count system, which gives those with a higher dexterity a *chance* to fire first without making the slower ones always lose.

On any given Phase of action, the referee asks the players what action each character is taking and also determines the actions of the 'monsters'. If either or both are firing Magic or archery, the referee checks to determine who is going to fire first, This is done by having each character or monster roll two six sided dice, and adding the results to their current dexterity (whether natural or Magically enhanced). That is when that character or being will start to fire. In the case of a bow, that is when the arrow leaves the bowstring. In the case of a Magic User or Cleric casting a spell, it is when the spell starts to be cast, This is also the case for Magical implements being fired, rings, wands or whatever. Since it takes time for a spell to be cast, arrows are often in flight before Magic. The precise amount of delay is as follows:

Each Dexterity Count is a small fraction of a second (call it 1/10th for convenience). It takes 1 Dexterity Count for an arrow or quarrel to travel 3" in scale. When firing more than one arrow in the same Phase, the time between successive arrows is 20-(Dex./4) counts. A Magical spell takes 1 Dexterity Count for every Spell Point the spell costs the caster to go off. A Clerical spell takes 1 Dexterity Count for each level of the spell (i.e., a Second Level spell takes 2 Counts) to go off. Most other Magic items are fired at a rate of 1 Dexterity Count per *level* of the spell being fired by the item. Specific 'spell storing' items go off at the cost of the spell for the person that filled the item.

Thus we have a Magic User with Dexterity of 13. The Mage wants to fire a Sleep spell, which costs 3 Spell Points. The dice rolls comes up 7. Thus, the spell actually goes off at Dexterity Count 17 (13 + 7 - 3), and that is when the targets need to make their Saving Throws

Suppose one of the targets was a goblin with a bow 9" away from the Magic User. The goblin has a Dexterity of only 8. However, upon seeing a Magic User pointing a finger in his direction, he rolls a 10 on his two six sided dice to determine when he fires. Thus, he fires his arrow at Dexterity Count 18, one count faster that the Magic User. The arrow however, takes 3 Counts to reach the target, so that the spell takes effect while the arrow is still in flight.

Remember, the higher the Dexterity Count number, the sooner the firing. For simplicity, assume that the melee part of each Phase starts at around Dexterity Count 0 so that what you have is a sort of a countdown.

Speed: The speed of movement of a character is determined by the carrying capacity of the character (determined in Step 7 of character creation) compared with their current load. If they are carrying more than their capacity, they simply cannot move. If they are carrying less than that maximum, but more than 1/2, they can move at 3" per Turn or less. From 1/3 to 1/2 capacity, they can move at up to 6" per Turn. From 1/4 to 1/3 capacity, they can move up to 9" per Turn. From more than 1/6 to not more than 1/4 capacity, they can move up to 12" per Turn. 1/8 to 1/6 capacity allows 15" of movement. 1/12 to 1/8 if capacity allows 18" of movement. Carrying less than 1/12 of the maximum capacity permits 21" per Turn movement. Carrying nothing whatsoever allows a normal character to travel at 24" per Turn. The speed a character is capable of moving affect the number of melee blows that may be taken, as described in the combat section.

These speeds are all subject to the maximum speed attainable by man or beast of the type in question. A being that is given a fixed maximum speed does not automatically exceed that just because it isn't carrying anything. Mules, and other pack animals trained for carrying, can go at their maximum speed with a load no greater than that listed on the Equipment and Expenses table on page 26, more they cannot carry.

The normal speeds are just that, and are used when walking. In combat, or in other situations where speed is important, creatures that walk or swimming travel at their normal speed, but *per Phase* instead of per Turn. Thus, running or swimming quickly is 6 times as fast as normal movement. Flying creatures are somewhat different. They move at their listed movement *per Phase* normally, and move at twice that speed when hurrying or diving.

Bleeding: While unconscious but not dead, a character tends to deteriorate toward death, but can become conscious on his own. This is figured as follows: each Turn a number of dice are rolled equal to the points over unconscious the character is plus one. For each 5 or 6 rolled, the character bleeds one point. For each 1 rolled, the character recovers one point, on top of any healing being done. This continues until the character is dead or conscious. If the character becomes conscious unassisted, he will be helpless (No movement, melee, spellcasting etc.) for 1 to 6 Turns.

Sometimes there will be frantic attempts to save a character that is about to bleed to death. In this case, it will be necessary to pro-rate the damage on a Phase by Phase basis. The damage takes effect at the end of the movement Phase, before Magic. However, if a Cleric is within 1 inch and can reach a fallen body unhindered, healing can begin before any deterioration takes place.

Someone doing first aid to a fallen character can reduce the number of dice rolled by 1 for each full Turn of bandaging done, or by 2 dice immediately by applying direct pressure, up to a limit of ½ the original number of dice. Healing done on a character will also reduce bleeding, at the rate of one die per die of healing.

Experience Points

At the end of an expedition, all surviving members of the party receive experience points, as determined by the referee. The basic experience is determined by the monsters and men defeated by the party, as well as any treasures obtained in so doing. These are modified by the level and experience bonuses of the characters in the party.

Experience points are totaled up and divided evenly between surviving members of the party. If the monsters were of a lower level than any member of the party, the party gets less experience for those monsters (and any treasure guarded by them) at a rate equal to the ratio of monster level to character level. For example, a 12th level Cleric is in a party which defeats a 5th level monster with treasure. The party only gets 5/12 of the possible experience for this monster and treasure.

In addition, a character is limited to going up one experience level per expedition. If, for example, a character

were the sole survivor of an expedition and lugged out three million gold pieces worth of jewelry, obtained by sneaking out while the rest of the party was being eaten, this would not be sufficient to raise the character many, many levels. Even obtained in a more noble fashion than in the example, a character 'pins' at the top of the next level above the one at which he began the expedition. In other words, a third level Fighter could gain (on one expedition) only enough points to take him to one point short of 5th level; he "pins" at the top of 4th.

Characters who gain a level from experience points receive the benefit of the increased Hit Points, abilities, spells, and so on after one day of rest and practice at home. A good nights sleep during a expedition is sufficient to gain hit points alone, but not new spells or abilities. (This also allows for the recovery of spent spell points and Clerical spells.) If a fairly secure spot can be found, such as a city or a large castle, then abilities and new spells can be taken after two or more days of practice, at referee's discretion. "Secure" here means that the characters do not have to worry about being attacked or otherwise distracted.

If a character does not, or cannot, rest or practice the required amount of time won't gain experience indefinitely. A character that has not rested or practiced at all since he has gained enough experience points to change his level can continue to gain only as many experience points as would still leave him at his new level. Any experience points that would be gained beyond that point are simply wasted.

At any level, a character is not required to make use of all of the spells or abilities available to her. Thus, if a Magic User or Thief goes up in level, she is not required to practice new spells or abilities immediately, or even to decide which ones to learn.

Experience points are earned for obtaining treasure at a rate of one point for each two gold pieces value of treasure, adjusted according to the level of the highest character and the treasure's guardian. Experience points for monsters, to be divided between the members of the party as was the gold, is given in the table below.

In some campaigns these experience values may result in too slow a character advancement rate for the players taste. Multiplying them by a factor of 1.5 may be desirable in that case.

Please note that, while monsters are evaluated by hit dice under most conditions, Magic Users and other types able to use Magical spells should be credited at their experience or Magic level if it is higher than their hit dice. Thus a 6th level Magic User would be worth 2500 EP for his level rather than 900 EP for his 4 dice level.

Special cases: if a creature takes n+1/2 dice or more its experience level should normally be considered level (n+1). Also, if a creature is taken while asleep or otherwise unable to fight back, the referee should reduce its value for experience. The referee's decision of what credit to give for defeating a creature is final, except in case of obvious errors of arithmetic.

Level	Experience Points	Level	Experience Points
1	50	12	12,100
2	100	13	14,400
3	400	14	16,900
4	900	15	19,600
5	1600	16	22,500
6	2500	17	25,600
7	3600	18	28,900
8	4900	19	32,400
9	6400	20	36,100
10	8100	21	40,000
11	10,000	22	44,000

Add 4000 for each additional level.

Auto-Experience Points

We are allowing for the accumulation of automatic experience for people who are not present during the week. This is automatically accumulated whenever you miss a weekend and applies to all of your characters. It is to prevent those who can not make regular visits to not fall so far behind later in the annual Universe.

The experience accumulates at ¼ the step of a Fighter of the same level per week. This would allow a base class character to go up 1 level per month. This is not quite the rate we go up running on expeditions, but this experience is supposed to come from other means where death is not expected.

Naturally, combination or the non-human races will be going up slower using this method. You would then need to run those characters more often when you are present.

Equipment Weight and Cost

Characters may equip themselves with various items of equipment (depending upon character class and carrying capacity). The equipment table lists examples of equipment, their costs and weights. Before going on any expedition, a character should fully equip himself, within the limits of budget, paying for equipment out of the character's own funds. If another character is willing to loan the character more money, that may also be used.

Items that say *NA* in the *Cost* column are not normally available for purchase, but are listed for weight calculation. The costs are listed in Gold Pieces.

Weights of items are listed in pounds (sorry, but the numbers worked out neater than with metric units).

The weight of a set of armor is calculated as follows: each type of armor weighs a percentage of the weight of the character, by size (after any adjustments). Leather armor (with helmet cap) weighs 15% of the weight of the character. Chain armor (with helmet) weighs 30% of the weight of the character. Brigantine (with helmet) weighs 35% of the weight of the character. Chain plate (with helm) weighs 42.5% of the weight of the character. Full plate (with helm) weighs 55% of the weight of the character. The weight of armor must be taken into account when figuring the speed and remaining carrying capacity of a character. Thus, weaker characters should wear lighter armor, and vice versa.

Alternate Character Creation System

Total of 1st	No Stat 13	One Stat of	Two Stats	Three	Four Stats	Five Stats	Six Stats of	Minimum a Stat
52-54	reroll	8bp	7bp & 1ap	6bp & 2ap				4
55-57	7bp & 1ap	6bp & 2ap	5bp & 3ap	5bp & 3ap				4
58-60	6bp & 2ap	5bp & 3ap	4bp & 4ap	4bp & 4ap	3bp & 5ap			5
61-63	5bp & 2ap	4bp & 3ap	4bp & 3ap	3bp & 4ap	3bp & 4bp			6
64-66	4bp & 3ap	3bp & 4ap	3bp & 4ap	2bp & 5ap	2bp & 5ap			7
67-69	3bp & 3ap	3bp & 3ap	2bp & 4ap	2bp & 4ap	1bp & 5ap	1bp & 5ap		8
70-72	2bp & 4ap	2bp & 4ap	1bp & 5ap	1bp & 5ap	0bp & 6ap	0bp & 6ap		9
73-75		1bp & 4ap	1bp & 4ap	1bp & 4ap	0bp & 5ap	0bp & 5ap		9
76-78		1bp & 3ap	1bp & 3ap	1bp & 3ap	0bp & 4ap	0bp & 4ap	0bp & 4ap	9
79-81			1bp & 2ap	1bp & 2ap	0bp & 3ap	0bp & 3ap	0bp & 3ap	9
82-84			0bp & 2ap	0bp & 2ap	0bp & 2ap	0bp & 2ap	0bp & 2ap	9
85-88				0bp & 2ap	0bp & 2ap	0bp & 2ap	0bp & 2ap	9
89 and above				0bp & 2ap	0bp & 2ap	0bp & 2ap	0bp & 2ap	9

To start with you roll all eight characteristics. Total the first six characteristics (Str, Int, Wis, Con, Dex, & Agl) and consult the chart below to determine the number of bonus points (bp) and adjustment points (ap) that you get.

Now arrange the first six in any order you like (you may exchange one of the first six for Charisma but only if it increases Charisma).

Now apply bonus points and adjustment points. Bonus points are just that, extra points that can be added to a characteristic. Adjustment points are points that can be switched from one characteristic to another on a one to one basis, but you cannot reduce a characteristic below the minimum found on the chart below (you can trade two adjustment points for one bonus point).

To increase a characteristic in excess of sixteen costs two points and in excess of eighteen costs three points. You may use bonus points and adjustment points to increase any characteristic, not just the first six.

For example, a character that totaled 63 points and had one characteristic 13 or above would get 4 bonus points and 3 adjustment points. The adjustment points could not be used to reduce a characteristic below 6.

You may get one and only one extra bonus point if you take an additional negative weirdness, or expend a bonus point and gain an additional positive weirdness. If the character gets weirdnesses in multiple classes the player would choose which table to roll the positive weirdness and the table for the negative weirdness would be chosen randomly.

After applying all of your bonus points and adjustment points you could then do normal Warlock adjustments (fighters can increase strength one point by reducing intelligence by two points, etc.).

Minimum Characteristics Table

	Str	Int	Wis	Con	Dex	Ag	Chr	Size	
Fighter	9								
Mage		9							
Cleric			9						
Thief					9*	9*			D + A >= 25
Elf	9*	9*			11				S + I >= 25
Dwarf	15			15					
Hobbit				15	15	9			
Illusionist		15	13		13				
Spellsinger		15	13				13		
Warrior Priest	13*		13*						S + W >= 27
Cavalier	*			13	9	9	9	*	
Paladin	13		13				17		
Ranger	17	13	13	15					
Elven Thief	15	15			15	15			
Dwarven Thief	15			15	15	15			
Mage / Fighter	17	17							
Mage / Cleric		17	17						
Mage / Thief			17		15*	15*			D + A >= 34
Fighter / Cleric	17		17						
Fighter / Thief	17				15*	15*			D + A >= 34
Cleric / Thief			17		15*	15*			D + A >= 34
Illusionist / Fighter	17	17	13		13				
Illusionist / Cleric		17	17		13				
Illusionist / Thief		17	13		15*	15*			D + A >= 34
Spellsinger / Fighter	17	17	13				13		
Spellsinger / Cleric		17	17				13		
Spellsinger / Thief		17	13		15*	15*	13		D + A >= 34
Mage / Cleric / Fighter	17	17	17						
Mage / Cleric / Thief		17	17		15*	15*			D + A >= 34
Mage / Fighter/ Thief	17	17			15*	15*			D + A >= 34
Fighter / Cleric / Thief	17		17		15*	15*			D + A >= 34
Illusionist / Cleric / Fighter	17	17	17		13				
Illusionist / Cleric / Thief		17	17		15*	15*			D + A >= 34
Illusionist / Fighter/ Thief	17	17	13		15*	15*			D + A >= 34
Spellsinger / Cleric / Fighter	17	17	17				13		
Spellsinger / Cleric / Thief		17	17		15*	15*	13		D + A >= 34
Spellsinger / Fighter/ Thief	17	17	13		15*	15*	13		D + A >= 34
Fighter / Cleric /Mage / Thief	17	17	17		15*	15*			D + A >= 34
Fighter / Cleric /Illusionist / Thief	17	17	17		15*	15*			D + A >= 34
Fighter / Cleric /Spellsinger / Thief	17	17	17		15*	15*	13		D + A >= 34

Character Advancement Tables: Experience and Hit Dice

Level	Experience	Fighter	Cleric	Magic User	Thief
1	0	1 1/2	1	1	1
2	2000	2 1/2	2	1 1/2	2
3	4000	4	3	2	3
4	8000	5	4	3	4
5	15,000	6	5	3 1/2	5
6	30,000	7	6	4	6
7	60,000	8	7	5	7
8	100,000	9	8	5 1/2	8
9	150,000	10	8 1/2	6	8 1/2
10	220,000	11	9	7	9
11	300,000	11 1/2	9 1/2	7 1/2	9 1/2
12	400,000	12	10	8	10
13	500,000	12 1/2	10 1/2	9	10 1/2
14	600,000	13	11	9 1/2	11
15	700,000	13 1/2	11 1/2	10	11 1/2
16	850,000	14	12	10 1/2	12
17	1,000,000	14 1/2	12 1/2	11	12 1/2
18	1,150,000	15	13	11 1/2	13
19	1,300,000	15 1/2	13 1/2	12	13 1/2
20	1,450,000	16	14	12 1/3	14
21	1,650,000	16 1/2	14 1/3	12 2/3	14 1/3
22	1,850,000	17	14 2/3	13	14 2/3
23	2,050,000	17 1/2	15	13 1/3	15
24	2,250,000	18	15 1/3	13 2/3	15 1/3
25	2,450,000	18 1/2	15 2/3	14	15 2/3
26	2,700,000	19	16	14 1/3	16
27	2,950,000	19 1/2	16 1/3	14 2/3	16 1/3
28	3,200,000	20	16 2/3	15	16 2/3
29	3,450,000	20 1/2	17	15 1/3	17
30	3,700,000	21	17 1/3	15 2/3	17 1/3

Illusionists and Spellsingers advance as Magic Users.

Level	Experience	Cavalier	Paladin	Halfling	Dwarf
1	0	2	2	1 1/2	2
2	2500	3	3	2 1/2	3
3	5000	4	4	4	4 1/2
4	10,000	5	5	5	6
5	20,000	6	6	6	7
6	40,000	7	7	7	8
7	80,000	8	8	8	9
8	150,000	9	9	9	10
9	250,000	10	10	10	11
10	375,000	11	11	10 1/2	12
11	500,000	12	12	11	12 1/2
12	625,000	13	13	11 1/2	13
13	750,000	13 1/2	13 1/2	12	13 1/2
14	875,000	14	14	12 1/2	14
15	1,000,000	14 1/2	14 1/2	13	14 1/2
16	1,200,000	15	15	13 1/2	15
17	1,400,000	15 1/2	15 1/2	14	15 1/2
18	1,600,000	16	16	14 1/2	16
19	1,800,000	16 1/2	16 1/2	15	16 1/2
20	2,000,000	17	17	15 1/2	17
21	2,250,000	17 1/2	17 1/2	16	17 1/2
22	2,500,000	18	18	16 1/3	18
23	2,750,000	18 1/2	18 1/2	16 2/3	18 1/2
24	3,000,000	19	19	17	19
25	3,250,000	19 1/2	19 1/2	17 1/3	19 1/2
26	3,550,000	20	20	17 2/3	20
27	3,850,000	20 1/2	20 1/2	18	20 1/2
28	4,150,000	21	21	18 1/3	21
29	4,450,000	21 1/2	21 1/2	18 2/3	21 1/2
30	4,750,000	22	22	19	22

Level	Experience	Elf	Magical Fighter	Magical Thief	Magical Cleric	Clerical Thief	Clerical Fighter	Fighting Thief	Warrior Priest
1	0	1 1/2	1 1/2	1	1	1	1 1/2	1 1/2	1 1/2
2	3000	2	2	2	2	2	2 1/2	2 1/2	2 1/2
3	6000	3	3	3	3	3	3	3	3
4	12,000	4	4	3 1/2	3 1/2	4	4	4	4
5	20,000	5	5	4	4	5	5	5	5
6	40,000	6	6	5	5	6	6	6	6
7	80,000	7	7	6	6	7	7	7	7
8	130,000	7 1/2	7 1/2	7	7	8	8	8	8
9	200,000	8	8	7 1/2	7 1/2	8 1/2	9	9	9
10	300,000	9	9	8	8	9	10	10	10
11	450,000	10	10	9	9	9 1/2	10 1/2	10 1/2	10 1/2
12	600,000	10 1/2	10 1/2	9 1/2	9 1/2	10	11	11	11
13	750,000	11	11	10	10	10 1/2	11 1/2	11 1/2	11 1/2
14	900,000	11 1/2	11 1/2	10 1/2	10 1/2	11	12	12	12
15	1,050,000	12	12	11	11	11 1/2	12 1/2	12 1/2	12 1/2
16	1,275,000	12 1/2	12 1/2	11 1/2	11 1/2	12	13	13	13
17	1,500,000	13	13	12	12	12 1/2	13 1/2	13 1/2	13 1/2
18	1,725,000	13 1/2	13 1/2	12 1/2	12 1/2	13	14	14	14
19	1,950,000	14	14	13	13	13 1/2	14 1/2	14 1/2	14 1/2
20	2,200,000	14 1/3	14 1/3	13 1/3	13 1/3	14	15	15	15
21	2,500,000	14 2/3	14 2/3	13 2/3	13 2/3	14 1/3	15 1/2	15 1/2	15 1/2
22	2,800,000	15	15	14	14	14 2/3	16	16	16
23	3,100,000	15 1/2	15 1/2	14 1/3	14 1/3	15	16 1/3	16 1/3	16 1/3
24	3,400,000	16	16	14 2/3	14 2/3	15 1/3	16 2/3	16 2/3	16 2/3
25	3,700,000	16 1/3	16 1/3	15	15	15 2/3	17	17	17
26	4,100,000	16 2/3	16 2/3	15 1/3	15 1/3	16	17 1/2	17 1/2	17 1/2
27	4,500,000	17	17	15 2/3	15 2/3	16 1/3	18	18	18
28	4,900,000	17 1/2	17 1/2	16	16	16 2/3	18 1/3	18 1/3	18 1/3
29	5,300,000	18	18	16 1/3	16 1/3	17	18 2/3	18 2/3	18 2/3
30	5,700,000	18 1/3	18 1/3	16 2/3	16 2/3	17 1/3	19	19	19

Level	Experience	Magical Clerical Fighter	Magical Clerical Thief	Magical Fighting Thief	Ranger	Elven Thief	Dwarven Thief	Clerical Fighting Thief
1	0	1	1	1	2	1 1/2	2	1
2	3500	2	2	2	3 1/2	2	3	2
3	7000	3	2 1/2	3	4 1/2	3	4 1/2	3
4	14,000	4	3 1/2	4	6	4	6	4
5	25,000	5	4	5	7	5	7	5
6	50,000	6	5	6	8	6	8	6
7	90,000	7	6	7	9	7	9	7
8	150,000	8	7	8	10	7 1/2	10	8
9	250,000	8 1/2	8	8 1/2	11	8	11	9
10	425,000	9	8 1/2	9	12	9	12	10
11	600,000	9 1/2	9	9 1/2	12 1/2	10	12 1/2	10 1/2
12	775,000	10	9 1/2	10	13	10 1/2	13	11
13	950,000	10 1/2	10	10 1/2	13 1/2	11	13 1/2	11 1/2
14	1,125,000	11	10 1/2	11	14	11 1/2	14	12
15	1,300,000	11 1/2	11	11 1/2	14 1/2	12	14 1/2	12 1/2
16	1,550,000	12	11 1/2	12	15	12 1/2	15	13
17	1,800,000	12 1/2	12	12 1/2	15 1/2	13	15 1/2	13 1/2
18	2,050,000	13	12 1/2	13	16	13 1/2	16	14
19	2,300,000	13 1/2	13	13 1/2	16 1/2	14	16 1/2	14 1/2
20	2,550,000	14	13 1/2	14	17	14 1/2	17	15
21	2,900,000	14 1/2	14	14 1/2	17 1/2	14 2/3	17 1/2	15 1/3
22	3,250,000	15	14 1/3	15	18	15	18	15 2/3
23	3,600,000	15 1/3	14 2/3	15 1/3	18 1/2	15 1/2	18 1/2	16
24	3,950,000	15 2/3	15	15 2/3	19	16	19	16 1/3
25	4,300,000	16	15 1/3	16	19 1/2	16 1/3	19 1/2	16 2/3
26	4,750,000	16 1/2	15 2/3	16 1/2	20	16 2/3	20	17
27	5,200,000	17	16	17	20 1/2	17	20 1/2	17 1/2
28	5,650,000	17 1/3	16 1/3	17 1/3	21	17 1/2	21	18
29	6,100,000	17 2/3	16 2/3	17 2/3	21 1/2	18	21 1/2	18 1/3
30	6,550,000	18	17	18	22	18 1/3	22	18 2/3

Magical Clerical Fighting Thief has hit dice as Magical Clerical Fighter, advances at 2 x Fighter exp.

Fighter Abilities Acquisition

Fighter, Elf, Warrior Priest, Dwarf, and their Combinations							Ranger, Paladin, Cavalier						
Level	1	2	3	4	5	6	Level	1	2	3	4	5	6
1	1	-	-	-	-	-	1	2	-	-	-	-	-
2	2	-	-	-	-	-	2	3	1	-	-	-	-
3	2	1	-	-	-	-	3	3	2	-	-	-	-
4	3	2	-	-	-	-	4	4	3	1	-	-	-
5	3	2	1	-	-	-	5	5	3	2	-	-	-
6	4	2	2	-	-	-	6	6	3	3	1	-	-
7	4	3	2	1	-	-	7	6	4	3	2	-	-
8	5	3	2	2	-	-	8	7	4	3	3	1	-
9	5	3	3	2	1	-	9	8	5	4	3	2	-
10	6	4	3	2	2	-	10	9	5	4	3	3	-
11	6	4	3	3	2	-	11	9	6	5	4	3	1
12	7	4	4	3	2	1	12	10	6	6	4	3	2
13	7	5	4	3	3	2	13	11	7	6	5	4	3
14	8	5	4	4	3	2	14	12	7	6	6	4	3
15	8	5	5	4	3	2	15	12	8	7	6	5	3
16	9	6	5	4	4	3	16	13	9	7	6	6	4
17	9	6	5	5	4	3	17	14	9	8	7	6	4
18	10	6	6	5	4	3	18	15	9	9	7	6	5
19	10	7	6	5	5	4	19	15	10	9	8	7	6
20	11	7	6	6	5	4	20	16	10	9	9	7	6
21	11	7	7	6	5	4	21	17	11	10	9	8	6
22	11	8	7	6	6	5	22	18	12	10	9	9	7
23	12	8	7	6	6	5	23	18	12	11	9	9	7
24	12	8	7	7	6	5	24	19	12	11	10	9	8
25	13	9	8	7	6	5	25	20	13	12	10	9	8
26	13	9	8	7	7	6	26	21	13	12	11	10	9
27	14	9	8	7	7	6	27	21	14	12	11	10	9
28	14	10	8	8	7	6	28	22	15	12	12	11	9
29	15	10	9	8	7	6	29	23	15	13	12	11	9
30	15	10	9	8	8	7	30	24	15	13	12	12	10

Thievish Abilities Acquisition

Thief and Thievish Combinations									Halfling								
Level	1	2	3	4	5	6	7	8	Level	1	2	3	4	5	6	7	8
1	2	-	-	-	-	-	-	-	1	1	-	-	-	-	-	-	-
2	4	1	-	-	-	-	-	-	2	2	-	-	-	-	-	-	-
3	5	2	-	-	-	-	-	-	3	4	-	-	-	-	-	-	-
4	6	3	1	-	-	-	-	-	4	4	1	-	-	-	-	-	-
5	7	4	2	-	-	-	-	-	5	5	2	-	-	-	-	-	-
6	8	5	3	1	-	-	-	-	6	6	3	-	-	-	-	-	-
7	9	5	4	2	-	-	-	-	7	6	3	1	-	-	-	-	-
8	10	6	5	3	1	-	-	-	8	7	4	2	-	-	-	-	-
9	11	7	6	4	2	-	-	-	9	8	5	3	1	-	-	-	-
10	13	7	6	4	3	-	-	-	10	8	5	4	1	-	-	-	-
11	14	8	7	5	3	-	-	-	11	9	5	4	2	-	-	-	-
12	15	9	7	5	3	-	-	-	12	10	6	5	3	1	-	-	-
13	16	9	8	5	4	1	-	-	13	11	6	5	3	2	-	-	-
14	17	10	8	6	4	2	-	-	14	12	7	5	3	2	-	-	-
15	18	11	9	6	4	2	-	-	15	13	7	6	4	3	-	-	-
16	19	11	9	7	5	2	-	-	16	13	8	6	4	3	-	-	-
17	20	12	10	7	5	3	1	-	17	14	8	6	4	3	-	-	-
18	21	13	10	7	5	3	2	-	18	15	9	7	5	3	-	-	-
19	22	13	11	8	6	3	2	-	19	15	9	7	5	4	-	-	-
20	23	14	11	8	6	4	2	-	20	16	10	7	5	4	1	-	-
21	24	15	12	9	6	4	2	-	21	17	10	8	6	4	2	-	-
22	25	15	12	9	6	4	3	-	22	17	11	8	6	4	2	-	-
23	26	16	13	9	7	5	3	1	23	18	11	8	6	4	2	-	-
24	27	17	13	10	7	5	3	2	24	19	11	9	7	5	2	-	-
25	28	17	14	10	8	5	3	2	25	19	12	9	7	5	3	-	-
26	29	18	14	11	8	6	4	2	26	20	12	9	7	5	3	1	-
27	30	19	15	11	8	6	4	2	27	21	13	10	7	5	3	2	-
28	31	19	15	11	9	6	4	3	28	21	13	10	8	5	3	2	-
29	32	20	16	12	9	7	5	3	29	22	13	10	8	6	3	2	-
30	33	21	16	12	9	7	5	3	30	23	14	11	8	6	4	2	-

Clerical Spell Progression

Cleric and Clerical Combinations										Warrior Priest									
Level	0	1	2	3	4	5	6	7	8	Level	0	1	2	3	4	5	6	7	8
1	2	-	-	-	-	-	-	-	-	1	1	-	-	-	-	-	-	-	-
2	3	1	-	-	-	-	-	-	-	2	2	-	-	-	-	-	-	-	-
3	5	2	-	-	-	-	-	-	-	3	3	1	-	-	-	-	-	-	-
4	6	3	1	-	-	-	-	-	-	4	5	2	-	-	-	-	-	-	-
5	8	3	2	1	-	-	-	-	-	5	6	3	-	-	-	-	-	-	-
6	9	4	2	2	1	-	-	-	-	6	6	3	1	-	-	-	-	-	-
7	10	4	3	2	2	-	-	-	-	7	8	3	2	1	-	-	-	-	-
8	11	5	3	2	2	1	-	-	-	8	9	4	2	2	1	-	-	-	-
9	12	5	3	3	2	2	-	-	-	9	10	4	2	2	1	-	-	-	-
10	13	6	4	3	3	2	-	-	-	10	10	4	3	2	2	-	-	-	-
11	14	6	4	3	3	2	-	-	-	11	11	5	3	2	2	1	-	-	-
12	15	7	4	3	3	2	1	-	-	12	12	5	3	3	2	2	-	-	-
13	16	7	5	4	3	2	2	-	-	13	13	5	3	3	2	2	-	-	-
14	17	8	5	4	4	3	2	-	-	14	13	6	4	3	3	2	-	-	-
15	18	8	5	4	4	3	2	-	-	15	14	6	4	3	3	2	-	-	-
16	19	9	6	4	4	3	2	-	-	16	15	7	4	3	3	2	1	-	-
17	20	9	6	5	4	3	2	-	-	17	16	7	4	3	3	2	1	-	-
18	21	10	6	5	5	3	2	1	-	18	16	7	5	4	3	2	2	-	-
19	22	10	7	5	5	4	2	1	-	19	17	8	5	4	3	3	2	-	-
20	23	11	7	6	5	4	3	1	-	20	18	8	5	4	4	3	2	-	-
21	24	11	7	6	5	4	3	2	-	21	19	8	5	4	4	3	2	-	-
22	25	12	8	6	6	4	3	2	-	22	19	9	6	4	4	3	2	-	-
23	26	12	8	7	6	4	3	2	-	23	20	9	6	5	4	3	2	-	-
24	27	13	8	7	6	5	3	2	1	24	21	10	6	5	4	3	2	1	-
25	28	13	9	7	6	5	4	2	1	25	22	10	6	5	5	3	2	1	-
26	29	14	9	7	7	5	4	2	1	26	22	10	7	5	5	4	2	1	-
27	30	14	9	8	7	5	4	2	2	27	23	11	7	6	5	4	3	1	-
28	31	15	10	8	7	5	4	3	2	28	24	11	7	6	5	4	3	2	-
29	32	15	10	8	7	6	4	3	2	29	25	11	8	6	5	4	3	2	-
30	33	16	10	9	8	6	4	3	2	30	25	12	8	6	6	4	3	2	-

Magical Spell Progression

Mage, Illusionist, Spellsinger and Magical Combinations										Elf and Elven-Thief									
Level	1	2	3	4	5	6	7	8		Level	1	2	3	4	5	6	7	8	
1	1	-	-	-	-	-	-	-		1	1	-	-	-	-	-	-	-	
2	2	-	-	-	-	-	-	-		2	2	-	-	-	-	-	-	-	
3	2	1	-	-	-	-	-	-		3	2	1	-	-	-	-	-	-	
4	3	2	-	-	-	-	-	-		4	3	1	-	-	-	-	-	-	
5	3	2	1	-	-	-	-	-		5	3	2	-	-	-	-	-	-	
6	4	2	2	-	-	-	-	-		6	3	2	1	-	-	-	-	-	
7	4	3	2	1	-	-	-	-		7	4	2	2	-	-	-	-	-	
8	5	3	2	2	-	-	-	-		8	4	2	2	1	-	-	-	-	
9	5	3	3	2	1	-	-	-		9	4	3	2	1	-	-	-	-	
10	6	4	3	2	2	-	-	-		10	5	3	2	2	-	-	-	-	
11	6	4	3	3	2	-	-	-		11	5	3	3	2	1	-	-	-	
12	7	4	3	3	2	1	-	-		12	6	4	3	2	1	-	-	-	
13	7	5	4	3	2	1	-	-		13	6	4	3	2	2	-	-	-	
14	8	5	4	3	2	2	-	-		14	6	4	3	3	2	-	-	-	
15	8	5	4	4	3	2	-	-		15	7	4	3	3	2	1	-	-	
16	9	6	4	4	3	2	-	-		16	7	5	3	3	2	1	-	-	
17	9	6	5	4	3	2	-	-		17	7	5	4	3	2	1	-	-	
18	10	6	5	4	3	2	1	-		18	8	5	4	3	2	2	-	-	
19	10	7	5	5	3	3	1	-		19	8	5	4	4	3	2	-	-	
20	11	7	6	5	3	3	2	-		20	8	6	4	4	3	2	-	-	
21	11	7	6	5	4	3	2	-		21	9	6	4	4	3	2	-	-	
22	12	7	6	5	4	3	2	-		22	9	6	5	4	3	2	-	-	
23	12	8	6	6	4	3	2	-		23	10	6	5	4	3	2	-	-	
24	13	8	7	6	4	3	2	1		24	10	6	5	4	3	2	1	-	
25	13	9	7	6	4	4	2	1		25	10	7	5	5	3	3	1	-	
26	14	9	7	6	4	4	2	2		26	11	7	5	5	3	3	1	-	
27	14	9	8	7	4	4	2	2		27	11	7	6	5	4	3	1	-	
28	15	10	8	7	5	4	3	2		28	11	7	6	5	4	3	2	-	
29	15	10	8	7	5	5	3	2		29	12	8	6	5	4	3	2	-	
30	16	10	8	7	5	5	3	2		30	12	8	7	5	4	3	2	-	

Fighter Weirdnesses

Roll	Positive	Negative
01-05	Sword +1	Sword -1
06-10	Bow +5%	Bow -5%
11-14	Throwing +5%	Throwing -5%
15-18	2-Handed Axes +1	2-Handed Axes -1
19-22	Dagger +1	Dagger -1
23-27	1-Handed Axes +2	1-Handed Axes -2
28-31	Mace, Warhammer +1	Mace, Warhammer -1
32-36	Chain Weapons +1	Chain Weapons -1
37-39	Maul, Great Mace +1	Maul, Great Mace -1
40-43	Weapon Tricks +1	Weapon Tricks -1
44-47	Ambidextrous, +2 with double weapons	Fat, weight & armor+1 size, but Carry Cap. as rolled
48-51	Staff, Pole Weapons + 1[1]	Staff, Pole Weapons - 1[1]
52-56	2-Handed Weapons +1	2-Handed Weapons -1
57-61	Vision +1	Vision -1
62-65	Hearing +1	Hearing -1
66-70	Surprise +1	Surprise -1
71	+5% vs. Magic Type I	-5% vs. Magic Type I
72	+5% vs. Magic Type II	-5% vs. Magic Type II
73	+5% vs. Magic Type III	-5% vs. Magic Type III
74	+5% vs. Magic Type IV	-5% vs. Magic Type IV
75	+5% vs. Magic Type V	-5% vs. Magic Type V
76	+5% vs. Magic Type VI	-5% vs. Magic Type VI
77	+5% vs. Mental Magic	-5% vs. Mental Magic
78	+5% vs. Clerical spells	-5% vs. Clerical spells
79	Fearless, +5% vs. Fear	Fearful, -5% vs. Fear
80-82	Tracker +10%	Tracker -10%
83-85	Parry +10%	Parry -10%
86-87	*Brawler, Fists +3*	*non-Brawler, Fists -3*
88-90	+5% vs. Cons & Illusions	-5% vs. Cons & Illusions
91-92	+1 bonus from Bless and Benediction spells	No bonus from Bless and Benediction spells
93-94	+5% vs. Charms	-5% vs. Charms
95-97	Fast, +1" Movement	Slooow, -1" Movement
98-99	Reroll, becomes +2[2]	Reroll, becomes -2[3]
00	Roll twice	Roll twice

1 Includes spear weapons.

2 For *Reroll, becomes +2*, +2 becomes +3, +3 becomes +4, +5% becomes +10%, and +10% becomes +15%.

3 For *Reroll, becomes -2*, -2 becomes -3, -3 becomes -4, -5% becomes -10%, -10% becomes -15%.

Cleric Weirdnesses

Roll	Positive	Negative
01-05	Sling +10%	Sling -10%
06-10	Mace, Warhammer +1	Mace, Warhammer -1
11-14	Quarterstaff +1	Quarterstaff -1
15-18	Chain Weapons +1	Chain Weapons -1
19-22	Maul, Great Mace +1	Maul, Great Mace -1
23-27	2-Handed Weapons +1	2-Handed Weapons -1
28-31	Hearing +1	Hearing -1
32-36	Vision +1	Vision -1
37-39	Surprise +1	Surprise -1
40-43	Fighter Skills, +1 Att./Def.	Lives as Paladin
44-47	Doctor Doolittle, can talk to the animals	Fat, weight +1 size, as for Fighters
48-51	Favored by God, gets Holy Item	Parry -10%
52-56	+1 vs. Undead	-1 vs. Undead
57-61	Brawler, Fists +1	non-Brawler, Fists -1
62-65	+2 Attack vs. Undead	-2 Attack vs. Undead
66-70	+2 Levels for Dispels	-2 Levels for Dispels
71	+5% vs. Magic Type I	-5% vs. Magic Type I
72	+5% vs. Magic Type II	-5% vs. Magic Type II
73	+5% vs. Magic Type III	-5% vs. Magic Type III
74	+5% vs. Magic Type IV	-5% vs. Magic Type IV
75	+5% vs. Magic Type V	-5% vs. Magic Type V
76	+5% vs. Magic Type VI	-5% vs. Magic Type VI
77	+5% vs. Curses	-5% vs. Curses
78	+5% vs. Mental Magic	-5% vs. Mental Magic
79	+5% vs. Poison	-5% vs. Poison
80-82	Parry +10%	-5% vs. Dragon Breath
83-85	+5% vs. Cons & Illusions	-5% vs. Cons & Illusions
86-87	+5% vs. Clerical	-5% vs. Clerical
88-90	+1 to Self on Bless and Benediction spells	No bonus to Self on Bless and Benediction spells
91-92	+½ per die on Healing spells	Hated by animals, avoids doing anything with them
93-94	+5% vs. Charms	-5% vs. Charms
95-97	Fast, +1” Movement	Slooow, -1” Movement
98-99	Reroll, becomes +2	Reroll, becomes -2
00	Roll twice	Roll twice

Magic User Weirdnesses

Roll	Positive	Negative
01-05	Dagger +1	Dagger -1
06-10	Quarterstaff +1	Quarterstaff -1
11-14	Sword +1	Sword -1
15-18	+5% vs. Magic Type I	-5% vs. Magic Type I
19-22	+5% vs.. Magic Type II	-5% vs.. Magic Type II
23-27	+5% vs. Magic Type III	-5% vs. Magic Type III
28-31	+5% vs. Magic Type IV	-5% vs. Magic Type IV
32-36	+5% vs. Magic Type V	-5% vs. Magic Type V
37-39	+5% vs. Magic Type VI	-5% vs. Magic Type VI
40-43	Quick, +1 D6 for Dex. Countdowns	Slooow, only 1 D6 for Dex. Countdowns
44-47	Deadeye, +10% aim with spells	Bad aim, -10% aim with spells
48-51	Vision +5%	Vision -5%
52-56	Surprise +1	Surprise -1
57-61	Throwing +10%	Throwing -10%
62-65	Parry +10%	Parry -10%
66-70	2-Handed Swords +1	2-Handed Swords -1
71	Use Magic type I at -1 SP	Use Type I at +1 SP
72	Use Magic type II at -1 SP	Use Type II at +1 SP
73	Use Magic type III at -1 SP	Use Type III at +1 SP
74	Use Magic type IV at -1 SP	Use Type IV at +1 SP
75	Use Magic type V at -1 SP	Use Type V at +1 SP
76	Use Magic type VI at -1 SP	Use Type VI at +1 SP
77	+5% vs. all Magic	-5% vs. all Magic
78	+5% vs. Clerical spells	-5% vs. Clerical spells
79	Has familiar (see table)	-5% vs. Poison
80-82	+5% vs. Dragon Breath	-5% vs. Dragon Breath
83-85	Has Familiar	Has Familiar
86-87	Fast, +1” Movement	Slooow, -1” Movement
88-90	+½ SP per hit die	2-Handed Swords -1
91-92	-5% on research costs	+5% on research costs
93-94	+5% vs. Charms	-5% vs. Charms
95-97	Hearing +5%	Hearing -5%
98-99	Reroll, becomes +2	Reroll, becomes -2
00	Roll twice	Roll twice

Basic Familiar Table

Lawful	
Roll	Type
00-49	Bird
50-90	Cat
91-96	Wolf
97-98	Ape
99	Special

Neutral	
Roll	Type
00-39	Bird
40-85	Cat
86-95	Wolf
96-98	Ape
99	Special

Chaotic	
Roll	Type
00-09	Rat
10-30	Bird
31-80	Cat
81-87	Bat
88-92	Ape
93-96	Wolf
97-98	Minor Demon
99	Special

Familiar Size and Hit Dice

Roll	Size
00	Tiny
01-15	Small
16-35	Below Average
36-65	Average
66-85	Above Average
86-98	Large
99	Enormous

Roll	Hit Dice
00-75	1
76-90	2
91-98	3
99	4
999	5
9999	6
99999	7
etc.	

Thievish Weirdnesses

Roll	Positive	Negative
01-05	Dagger +1	Dagger -1
06-10	Sling +5%	Sling -5%
11-14	Sword +1	Sword -1
15-18	Throwing +5%	Throwing -5%
19-22	Quarterstaff +1	Quarterstaff -1
23-27	Parry +10%	Parry -10%
28-31	Hearing + 5%	Hearing - 5%
32-36	Surprise +1	Surprise -1
37-39	Tracker +10%	Tracker -10%
40-43	Gambler, +2 with Game of Skill	non-Gambler, -2 with Game of Skill
44-47	Brawler, Fists +3	non-Brawler, Fists -3
48-51	Vision +5%	Vision -5%
52-56	+10% with Gadgets	-10% with Gadgets
57-61	+10% with Traps	-10% with Traps
62-65	+5% vs. Poisons	-5% vs. Poisons
66-70	+10% with Sleight of Hand	-10% with sleight of hand
71	+5% vs. Magic Type I	-5% vs. Magic Type I
72	+5% vs. Magic Type II	-5% vs. Magic Type II
73	+5% vs. Magic Type III	-5% vs. Magic Type III
74	+5% vs. Magic Type IV	-5% vs. Magic Type IV
75	+5% vs. Magic Type V	-5% vs. Magic Type V
76	+5% vs. Magic Type VI	-5% vs. Magic Type VI
77	+5% vs. Mental Magic	-5% vs. Mental Magic
78	+5% vs. Clerical spells	-5% vs. Clerical spells
79	+10% with locks	-10% with locks
80-82	Fast Talking +10%	Fast Talking -10%
83-85	Forgery +10%	Forgery -10%
86-87	Poker Face, Cannot detect lying without spell	Transparent, can't Lie
88-90	Mimic +10%	Mimic -10%
91-92	*Pyromaniac, +10% with Fires*	Kleptomaniac - must steal, -5% pilfering abilities
93-94	+5% vs. Charms	-5% vs. Charms
95-97	Street Kid, +10% streetwise	Rich Kid, -10% streetwise
98-99	Reroll, becomes +2	Reroll, becomes -2
00	Roll twice	Roll twice

Cavalier Weirdnesses

Roll	Positive	Negative
01-05	Sword +1	Sword -1
06-10	2-Handed Swords +1	2-Handed Swords -1
11-14	Chain Weapons +1	Chain Weapons -1
15-18	Nimble, +5% Agility saves	Clumsy, -5% Agility saves
19-22	Mace, Warhammer +1	Mace, Warhammer -1
23-27	Maul, Great Mace +1	Maul, Great Mace -1
28-31	2-Handed Weapons +1	2-Handed Weapons -1
32-36	Horsemanship +10%	Horsemanship -10%
37-39	Lance +1	Lance -1
40-43	Weapon Tricks +1	Weapon Tricks -1
44-47	Hearing +5%	Hearing -5%
48-51	Vision +5%	Vision -5%
52-56	Lean & Mean, -1 Size for Armor Weight	-5% vs. Dragon Breath
57-61	Ambidextrous, +2 with double weapons	-2 with double weapons
62-65	Parry +10%	Parry -10%
66-70	Tracker +10%	Tracker -10%
71	+5% vs. Magic Type I	-5% vs. Magic Type I
72	+5% vs. Magic Type II	-5% vs. Magic Type II
73	+5% vs. Magic Type III	-5% vs. Magic Type III
74	+5% vs. Magic Type IV	-5% vs. Magic Type IV
75	+5% vs. Magic Type V	-5% vs. Magic Type V
76	+5% vs. Magic Type VI	-5% vs. Magic Type VI
77	+5% vs. Mental Magic	-5% vs. Mental Magic
78	+5% vs. Clerical spells	-5% vs. Clerical spells
79	Fearless, +5% vs. Fear	Fearful, -5% vs. Fear
80-82	Surprise +1	Surprise -1
83-85	Brawler, Fists +3	Brawler, Fists -3
86-87	+5% vs. Cons & Illusions	-5% vs. Cons & Illusions
88-90	+1 bonus from Bless and Benediction spells	-1 bonus from Bless and Benediction spells
91-92	Flexible levels +1	Shield -1
93-94	+5% vs. Charms	-5% vs. Charms
95-97	Fast, +1” Movement	Slooow, -1” Movement
98-99	Reroll, becomes +2[4]	Reroll, becomes -2
00	Roll twice	Roll twice

Size to Weight Table

Size	Weight	Size	Weight	Size	Weight	Size	Weight
1	80 pounds	6	130 pounds	11	155 pounds	16	200 pounds
2	90	7	135	12	160	17	220
3	100	8	140	13	170	18	250
4	110	9	145	14	180	19	275
5	120	10	150	15	190	20	300

[4] For *Reroll, becomes -2*, -2 becomes -3, -3 becomes -4, -5% becomes -10%, -10% becomes -15%.

Strength Effects Table

Strength of being	Carrying Capacity	Attack Level	Damage Multiplier	Damage Bonus	Strength of being	Carrying Capacity	Attack Level	Damage Multiplier	Damage Bonus
1	0.8	-1	1	-1	51	6.3	+3	5	0
2	0.9	-1	1	-1	52	6.4	+3	5	.5
3	1.0	-1	1	-1	53	6.5	+3	5	1
4	1.1	-1	1	-.5	54	6.6	+3	5	1.5
5	1.2	-1	1	-.5	55	6.7	+3	5	2
6	1.3	0	1	-.5	56	6.8	+3	5	2.5
7	1.4	0	1	-.5	57	6.9	+3	6	0
8	1.6	0	1	-.5	58	7.0	+3	6	0
9	1.8	0	1	0	59	7.1	+3	6	.5
10	2.0	0	1	0	60	7.2	+3	6	1
11	2.0	0	1	0	61	7.3	+4	6	1.5
12	2.2	0	1	0	62	7.4	+4	6	2
13	2.4	0	1	.5	63	7.5	+4	6	2.5
14	2.6	0	1	.5	64	7.6	+4	7	0
15	2.7	0	1	.5	65	7.7	+4	7	0
16	2.8	+1	1	.5	66	7.8	+4	7	.5
17	2.9	+1	1	.5	67	7.9	+4	7	1
18	3.0	+1	1	1	68	8.0	+4	7	1.5
19	3.1	+1	1	1	69	8.1	+4	7	2
20	3.2	+1	1	1	70	8.2	+4	7	2.5
21	3.3	+1	1	1	71	8.3	+4	8	0
22	3.4	+1	1	1.5	72	8.4	+4	8	0
23	3.5	+1	1	1.5	73	8.5	+4	8	.5
24	3.6	+1	1	1.5	74	8.6	+4	8	1
25	3.7	+1	1	2	75	8.7	+4	8	1.5
26	3.8	+2	1	2	76	8.8	+4	8	2
27	3.9	+2	1	2.5	77	8.9	+4	8	2.5
28	4.0	+2	2	0	78	9.0	+4	9	0
29	4.1	+2	2	0	79	9.1	+4	9	0
30	4.2	+2	2	0	80	9.2	+4	9	.5
31	4.3	+2	2	.5	81	9.3	+4	9	1
32	4.4	+2	2	1	82	9.4	+4	9	1.5
33	4.5	+2	2	1.5	83	9.5	+4	9	2
34	4.6	+2	2	2	84	9.6	+4	9	2.5
35	4.7	+2	2	2.5	85	9.7	+4	10	0
36	4.8	+2	3	0	86	9.8	+5	10	0
37	4.9	+2	3	0	87	9.9	+5	10	.5
38	5.0	+2	3	.5	88	10.0	+5	10	1
39	5.1	+2	3	1	89	10.1	+5	10	1.5
40	5.2	+2	3	1.5	90	10.2	+5	10	2
41	5.3	+3	3	2	91	10.3	+5	10	2.5
42	5.4	+3	3	2.5	92	10.4	+5	11	0
43	5.5	+3	4	0	93	10.5	+5	11	0
44	5.6	+3	4	0	94	10.6	+5	11	.5
45	5.7	+3	4	.5	95	10.7	+5	11	1
46	5.8	+3	4	1	96	10.8	+5	11	1.5
47	5.9	+3	4	1.5	97	10.9	+5	11	2
48	6.0	+3	4	2	98	11.0	+5	11	2.5
49	6.1	+3	4	2.5	99	11.1	+5	12	0
50	6.2	+3	5	0	100	11.2	+5	12	0

Note: Damage bonus is per original die before multiplication of damage.

Equipment and Expenses

TYPE	BASIC	FANCY
Drinks: (per pint)		
Beer	5 cp	10 cp
Ale	10 cp	1 sp
Mead	2 sp	5 sp
Wine	2 sp	5 sp
Brandy	2 gp	5 gp
Cider	2 cp	
Hard Cider	10 cp	
Vegetables and Fruits: (per pound)		
Beans	3 cp	5 cp
Peas	3 cp	5 cp
Beets	2 cp	
Carrots	1 cp	
Lettuce	5 cp	
Lentils	3 cp	
Onions	3 cp	10 cp
Cabbage	2 cp	
Turnips	1 cp	
Garlic	5 sp	1 gp
Apples	5 cp	10 cp
Cherries	10 cp	
Plums/Prunes	2 cp	3 cp
Berries	3 cp	
Strawberries	10 cp	
Grapes/Raisins	4 cp	1 sp
Lemons	5 cp	10 cp
Meats: (per pound)		
Beef steak	1 sp	
Beef roast	10 cp	
Beef	5 cp	10 cp
Pork	5 cp	8 cp
Ham	10 cp	
Bacon	8 cp	
Suckling pig	1 sp	
Mutton	3 cp	
Lamb	8 cp	
Chicken	2 cp	
Small birds	3 cp	
Duck	4 cp	
Goose	5 cp	
Swan	1 sp	
Venison	2 sp	
Boar	2 sp	
Simple fish (whiting)	3 cp	10 cp
Good fish (cod)	6 cp	1 sp
Fancy fish (salmon)	15 cp	2 sp
Shellfish	10 cp	
Sausage	5 cp	
Good sausage	10 cp	1 sp
Dairy: (per pint, pound or dozen)		
Eggs (per dozen)	6 cp	
Milk	2 cp	
Soft cheese	5 cp	
Hard cheese	10 cp	
Butter	8 cp	

Baked Goods: (per pound, loaf or unit)		
Rye Bread	3 cp	
Wheat Bread	5 cp	
White Bread	10 cp	
Sweet rolls (per dozen)	1 sp	
Cake	1 sp	
Fruit pie	1 sp	
Waybread	2 sp	
TYPE	**BASIC**	**FANCY**
Lodgings & Meals: (per meal or night)		
Room & meal	1 sp	2 sp
Room	10 cp	1 sp
Stew & bread	10 cp	1 sp
Roast meat	15 cp	1 sp
Breakfast	5 cp	10 cp
Banquet (per person)	5 sp	1 gp
Stabling: (per night)		
Mule	10 cp	15 cp
Light horse	15 cp	1 sp
Medium horse	1 sp	1 sp+5 cp
Heavy horse	2 sp	2 sp+10 cp
Grains: (per pound)		
Wheat	1.5 cp	
Oats	1.0 cp	
Barley	1.0 cp	
Rye	0.5 cp	
Seasonings: (per pound)		
Salt	10 cp	
Honey	1 sp	
Sugar	1 gp	
Pepper	20 gp	

ITEM	WEIGHT	COST
Miscellaneous		
Backpack (cap. 30)	1	5 gp
Belladonna, 1 bunch	.1	10 gp
Coin (any type)	.05	--
Cross, silver	3	25 gp
Cross, wooden	1	2 gp
Cord (50 feet)	1	5 gp
Flint & steel	.5	5 gp
Garlic, 1 bud	.1	5 gp
Gemstone	.05	--
Grappling hook	1	5 gp
Hand mirror, silver	.3	15 gp
Hand mirror, steel	.4	5 gp
Holy water, 1 flask	2	25 gp
Iron spike	.1	1 gp
Jewelry, 1 piece	2	--
Lantern	2	10 gp
Lockpick kit	1	50 gp
Mallet or hammer	.5	1 gp
Oil, 1 flask	2	2 gp
Pole, 10'	7	1 gp
Prybar, iron	10	5 gp
Rope, 50’	5	1 gp
Sack, giant (cap. 50)	1	5 gp

Sack, large (cap. 30)	.5	2 gp
Sack, small (cap. 5)	.1	1 gp
Scroll case	3	1 gp
3 Stakes, wooden	.3	1 gp
6 Torches (10 in. vision)	1	1 gp
Water flask (cap. 1 qt.)	2	1 gp
Wineskin (cap. 1 qt.)	.25	1 gp
Wolfsbane, 1 bunch	.1	10 gp

ITEM	BASIC	GOOD
Clothing: Men's		
Tunic	5 sp	1 gp
Chemise	3 sp	5 sp
Hose	3 sp	5 sp
Sandals	2 sp	5 sp
Complete Outfit	5 gp	10 gp
Robe	6 sp	1 gp
Clothing: Women's		
Sandals	6 sp	1 gp
Slippers	1 gp	2 gp
Complete Outfit	3 gp	6 gp

ITEM	WEIGHT	COST
Armor		
Boots	3	3-5 gp
Cloak	1	1-2 gp
Leather (with helmet)	15%	15 gp
Brigandine (w/helmet)	35%	100 gp
Chain (w/helmet)	30%	50 gp
Chain-plate (w/helm)	42.5%	100 gp
Plate (w/helm)	55%	150 gp
Helm (for heavy armor)	8	20 gp
Helmet	5	10 gp
Shield	15	10 gp
Buckler (small shield)	6	6 gp
Archery Equipment		
4 Arrows	½	1 gp
3 Arrows, silver tips	½	15 gp
Composite bow	5	50 gp
Horse bow	5	50 gp
Long bow	4	50 gp
Short bow	3	25 gp
Light crossbow	15	50 gp
Heavy crossbow	75	150 gp
6 Light quarrels	1	2 gp
6 Heavy quarrels	2	4 gp
6 Light quarrels, silver	1.5	30 gp
6 Heavy quarrels, silver	3	30 gp
Javelin	2	1 gp
Quiver (20-arrow cap.)	1	5 gp
Quarrel holder (18 cap.)	1	5 gp
Sling	.1	2 gp
Staff sling	8	30 gp
5 Sling stones, lead	.5	1 gp
5 Sling stones, silver	.5	2.5 gp
Horses & Accessories		
Mule	700	20 gp
Draft horse	1000	30 gp
Light horse	600	40 gp
Medium horse	800	100 gp
Heavy horse	900	100 gp
Barding	75	150 gp
Lance	15	4 gp
Bridle, bit & blanket	5	5 gp
Saddle	25	25 gp
Saddle bags (cap. 60)	10	10 gp
Warhorse training	NA	100 gp

1 horse cart, cap. 600	200	50 gp
2 horse wagon, cap. 1000	500	100 gp
4 horse wagon, cap. 2500	800	150 gp

ITEM	WT	COST	BREAKAGE
Melee weapons			
Battle axe	10	7 gp	Average
Beaked hammer	7.5	NA	Average
Broadsword	5	8 gp	Solid
Bullova	12	25 gp	Average
Dagger	2	3 gp	Solid
Narrow Falchion	5	10 gp	Average
Fauchard	15	10 gp	Average
Flail	10	8 gp	Fragile
Great axe	15	15 gp	Average
Great hammer	20	20 gp	Average
Great mace	20	25 gp	Average
Great sword	20	40 gp	Average
Halbard	15	7 gp	Fragile
Hand axe	5	3 gp	Average
Hatchet	3	3 gp	Average
Kris	3	NA	Solid
Longsword	5	10 gp	Average
Lucerne hammer	15	NA	Average
Mace	5	5 gp	Solid
Maul	15	20 gp	Average
Morningstar	10	6 gp	Fragile
Pike	15	5 gp	Fragile
Pole arms (other)	15	7 gp	Fragile
Quarterstaff	10	2 gp	Average
Short sword	4	8 gp	Solid
Spear	10	2 gp	Average
Trident	4	10 gp	Average
Two-handed sword	15	15 gp	Solid
Warhammer	5	5 gp	Average
Wide-bladed falchion	5.5	10 gp	Solid
Japanese Weapons			
Bo	10		Solid
Boken	4		Solid
Chigiriki	10		Fragile
Gusari (add)	4		Fragile
Helmet-breaker	3		Average
Jitte/Sai	5		Solid
Jo	3		Average
Kama	10		Average
Katana	5		Solid
Kiseru	5		Average
Kodachi/Wakazashi	4		Solid
Manrikigusari	4		Average
Masakari	10		Average
Nagamaki	10		Average
Naginata	12		Average
Nata	4		Average
Nekode (each)	2		Solid
Ninjato	5		Solid
No Dachi	10		Solid
Nunchuku	3		Fragile
Ono	15		Average
Sodegarami	15		Fragile
Tachi	5		Solid
Tanto/Hamidashi	2		Solid
Tessen	2		Fragile
Tetsubo	10		Solid
Tonfa	3		Fragile
Yari	10		Fragile

Magic item weights

Amulet	0.3	Crystal ball	5.0	Mirror, large	30
Belt	1.0	Drums	30.0	Ring	0.1
Bottle	1.0	Gauntlets	2.5	Scarab	0.2
Bowl	5.0	Girdle	2.0	Scroll	2.0
Brazier	5.0	Horn	5.0	Stone	5.0
Broom	3.0	Flask of liquid	2.0	Wand	6.0
Carpet	10.0	Map	1.0		
Censer	5.0	Medallion	0.5		

Intelligent Being Base Saving Throws

	Character Type	Poison & Disease	Magical Implements	Stone & Magical Death	Dragon Breath	Magical Spells	Clerical Spells
1	(F)	45	35	45	40	25	25
2	(M, I, S)	35	35	35	20	45	20
3	(C)	50	40	35	20	30	35
4	(T, FT)	50	35	35	25	25	25
5	(E, MF)	45	40	40	45	45	25
6	(MC)	50	40	35	20	45	30
7	(MCT, MCF, MCFT)	50	40	35	25	45	30
8	(ET, MT, MFT)	50	40	35	40	45	25
9	(D, DT, R, P, H, Cav)	55	45	55	50	35	35
10	(FC, CT, CFT, WP)	50	40	45	40	30	35

Level 1-20 Adjusted Saving Throws

Level	Base	20	25	30	35	40	45	50	55
1		20	25	30	35	40	45	50	55
2		23	28	33	38	43	48	53	58
3		26	31	36	41	46	51	56	61
4		29	34	39	44	49	54	59	64
5		32	37	42	47	52	57	62	67
6		35	40	45	50	55	60	65	70
7		38	43	48	53	58	63	68	73
8		41	46	51	56	61	66	71	76
9		44	49	54	59	64	69	74	79
10		47	52	57	62	67	72	77	82
11		50	55	60	65	70	75	80	85
12		53	58	63	68	73	78	83	88
13		54	59	64	69	74	79	84	89
14		55	60	65	70	75	80	85	90
15		56	61	66	71	76	81	86	91
16		57	62	67	72	77	82	87	92
17		58	63	68	73	78	83	88	93
18		59	64	69	74	79	84	89	94
19		60	65	70	75	80	85	90	95[5]
20+		61	66	71	76	81	86	91	96Error: Reference source not found

How to use this chart: Find the class of your character on the Base Saving Throw Chart, and cross-index this with the particular Saving Throw column; this is your character's Saving Throw for that category at first level. Use the lower table for higher levels. To find your character's Saving Throw at *n*th level, cross-index the first level score with the appropriate level and read off the new score (for example, a third-level Fighter needs a 51 vs. Poison and Disease, while 13th-level Mage needs a 54 vs. Clerical Spells). Rolling less than or equal to the listed number successfully saves for the character, reducing or canceling the effect appropriately. In all cases, a roll of 95-99 always fails, and a roll of 00-04 always saves, no matter what the saving throw is adjusted to by magical or clerical means.

5 A roll of 95 - 99 always blows.

Characteristic Based Saving Throws

Roll needed	Con (T-V)	Belief (I)	Charm I (I+W)	Charm II (I)	Charm III (W)	Fear (S+W)	Entanglement ((2xA)+D)	Pain (C)	Gaze ((2xI)+D)	Soul Drain (S+W+C)	Physical (S+A+D)
94	-21:-19	21+	36+	23+	24+	44+	60+	20+	60+	59+	63+
91	-18:-16	20	35	22	23	41-43	58-59	19	58-59	57-58	60-62
88	-15:-13	19	34	21	22	39-40	56-57	18	56-57	55-56	57-59
85	-12:-11		33	20	21	37-38	54-55	17	54-55	53-54	54-56
82	-10:-9	18	32	19	20	36	52-53	16	52-53	51-52	51-53
79	-8:-7	17	31	18	19	35	50-51		50-51	49-50	49-50
76	-6:-5		30	17	18	34	48-49	15	48-49	47-48	47-48
73	-4:-3	16	29		17	33	46-47		46-47	45-46	45-46
70	-2:-1	15	28	16		32	44-45	14	44-45	43-44	43-44
67	0-1		27	15	16	31	42-43		42-43	42	41-42
64	2-3	14	26		15	30	40-41	13	40-41	40-41	39-40
61	4-5	13	25	14		29	38-39		38-39	39	37-38
58	6-7		24	13	14	28	36-37	12	36-37	37-38	36
55	8-9	12	23		13	27	34-35		34-35	36	34-35
52	10-11	11	22	12		26	32-33	11	32-33	34-35	33
49	12-13		21	11	12	25	30-31		30-31	33	31-32
46	14-15	10	20		11	24	29	10	29	31-32	30
43	16-17	9	19	10		23	27-28		27-28	30	28-29
40	18-19		18	9	10	22	26	9	26	28-29	27
37	20-21	8	17		9	21	24-25		24-25	27	25-26
34	22-23	7	16	8		20	23	8	23	25-26	24
31	24-25		15	7	8	19	21-22		21-22	24	22-23
28	26-27	6	14		7	18	20	7	20	22-23	21
25	28-29	5	13	6		17	18-19		18-19	21	19-20
22	30-31		12	5	6	16	17	6	17	19-20	18
19	32-33	4	11		5	15	15-16		15-16	18	16-17
16	34-36	3	10	4		13-14	14	5	14	16-17	15
13	37-39	2	9	3	4	11-12	12-13		12-13	14-15	13-14
10	40-42	1	8	2	3	9-10	11	4	11	12-13	12
07	43-45		7	1	2	7-8	9-10		9-10	10-11	10-11
04	46+	0-	6-	0-	1-	6-	8-	3-	8-	9-	9-

For each Saving Throw type, find the characteristic (or sum of characteristics) indicated. Look down the column until you reach that number. or a range including it. look all the way left to find the percentile Saving Throw needed. Roll number or less (N-) to save.

Con: This is the thievish ability. T stands for the sum of Intelligence, Dexterity and Charisma of the Thief. V stands for the sum of Intelligence and Wisdom of the victim of the Con.

Belief: This is for determining whether phantasms and other illusions are accepted as being real. I is the Intelligence of viewer.

Charm I: Charm spells and effects whose defense is the combined Intelligence and Wisdom at the victim.

Charm II: Charm spells and effects whose defense is the Intelligence of the victim.

Charm III: Charm spells and effects whose defense is the Wisdom of the victim.

Fear: Fear spells and effects whose defense is the combined Strength and Wisdom of the victim. Magical strength does not help.

Entanglement: Tripping, tangling, falling, etc. Use Sum of the adjusted Agility times two, plus the adjusted dexterity.

Pain: Physically-, naturally- or unnaturally-induced pain, or other similar effects whose defense is the Constitution of the victim.

Gaze: A reaction and recognition-time saving throw to avoid looking directly at a creature or object. Use the sum of Intelligence times two, plus the adjusted Dexterity of the victim.

Soul Drain: A measure of inner strength against forces that drain life or soul. The sum of Strength, Wisdom and Constitution.

Physical: For determining the success or failure in various combat or movement situations. Use the sum of Strength, Agility and Dexterity, all including any enhancements or adjustments.

Creature Saving Throws

Class	Distraction	Poison & Disease	Magical Death	Magical Implements	Stone	Dragon Breath	Magical Spells	Illusion Belief	Clerical Spells
1.	50	40	40	35	30	25	20	20	20
2.	30	50	50	40	75	30	40	40	40
3.	20	40	40	40	40	30	30	10	30
4.	80	NE	NE	30	20	20Error: Reference source not found	20	NE	15
5.	60	NE	NE	65	85	45Error: Reference source not found	55	60	50
6.	20	70	80	65	60	60	50	85	45
7.	40	70	80	65	75	85	60	65	55
8.	50	50	50	55	50	30	40	40	40
9.	60	85	70	50	40	50	40	50	35
10.	40	70	75	65	60	60	50	40	50
11.	NE	80	90	75	75	75	85	85	85
12.	70	NE	NE	40	85	30[6]	40	80	35
13.	95	85	85	60	85	45	60	65	55
14.	60	80	95	85	65	60	60	95	60
15.	95	85	95	95	90	85	85	95	80
16.	65	70	70	50	50	25	40	50	40
17.	70	80	80	60	55	30	50	60	50
18.	60	70	70	70	35	60	60	40	60
19.	10	20Error: Reference source not found	20	20	70	05Error: Reference source not found	10	40[7]	10
20.	30	60Error: Reference source not found	60	50	80	20Error: Reference source not found	40	60Error: Reference source not found	40

NE: No Effect

Creature Saving Throw Classes

1. Beings of low human Intelligence and no real resistance to magic.
2. Creatures with the power of stone turning, such as a Cockatrice.
3. Most animals including giant animals and insects that have no special characteristics.
4. Animated undead with no will of their own.
5. Independent undead, with wills of their own, and other powerful solid undead, such as Vampires.
6. Creatures that are tough, but unintelligent. This has an excellent Phatasm saving throw because they are so dumb.
7. Dragons and their relatives, including more intelligent reptile beings.
8. Creatures that are tough, somewhat intelligent, but no special resistances.
9. Lycanthropes (were-creatures) and shape-shifters of various kinds.
10. Large creatures that are difficult to damage.
11. Beings with considerable resistance to magic, either by being magic using or sheer toughness. Usually intelligent.
12. Medium-sized undead, which may or may not be independent, but are not to be sneezed at. Usually spirit undead.
13. Non-dead spirits and some daemons.
14. Beings with a strong resistance to Magic and Illusions.
15. Beings so resistant and powerful that lesser magic, such as wands and staves, has no effect, such as Balrogs.
16. Barsumian reptiles, which are slightly telepathic.
17. Poisonous reptiles.
18. Tough monsters that are dumb enough to believe Phantasms often and susceptible to being Stoned.
19. Plants.
20. Tough plants.

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6 Gaseous poisons and breaths have no immediate effect. Long-range effects are at referee discretion.

7 Illusion must be able to affect the creature's primary sense. Otherwise, No Effect.

Combat

For beginners, the numbers involved in our combat system may look a bit frightening. However, it isn't that difficult. Here is how it works:

Any character or monster has an Attack Level and a Defense Level. The Attack Level of any being is determined by its hit dice (2 dice = 2nd level, etc., with half dice rounding up) with adjustments for strength, special skills, or magic. Extremely high or low strength will add to or subtract from (respectively) attack levels, according to the Strength Table in section 1. The Defense Level is also determined by the number of hit dice, with adjustments for Agility or Magic. Some magical weapons (swords, primarily) add to the attack level in combat. Normal magical armor or shields add their bonus to the defense level. Thus, a seventh level fighter wearing plate +1 and carrying a shield +2 would be defending as 11th level, plate and shield armor class.

The attack matrices, for both weapon and monster attacks, are designed to give the basic chance for a specific weapon to hit someone wearing a particular type of armor. If two first level fighters (with strengths of 9 to 12) were both wearing chain armor and carrying shields, and both were using maces, each would need to roll 20 or less on a 00-99 die (or pair of dice) in order to hit (cause damage) with any given blow.

This example tells what happens when both fighters are the same level. If they are different levels, an adjustment must be made. If one of those same fighters were second level instead of first, he would be a more experienced fighter, and would have a better chance to hit. When the Second level fighter swings at the First level fighter, add 3 to the number the Second level fighter needs to roll, making it 23 or less. The more experienced fighter also defends himself better, so when the First level fighter swings, subtract 1 from what he needs to roll, so he now needs to rolls 19 or less to hit.

In other words, if person A attacks at a higher level than person B defends, for each level of difference, add 3 to the number A needs to roll to hit. If person A defends at a higher level than person B attacks, subtract 1 from the number B needs to roll to hit. An attacker attacking at 10th level with a mace against someone in plate and shield armor, with a total defense level of 12th, would need to roll between 00-23 in order to hit. Another basic rule is that a roll of 00 always hits, and rolls of 90-99 always miss, no matter how far apart the attack and defense levels are. The wildest blow might hit something occasionally, and even the best fighters miss once in a while.

The Matrix

The Attack Matrix: Hand-Carried Weapons table on page 13 is another thing that may look scary, but isn't. Look at the left side of the table. There is a series of numbers and letters running down the left side. These have to do with how long the weapons are, in units of about 8 inches.

To see what is the basic number needed to hit for each weapon against any armor class, just look to the right of the weapon name, to the column under the armor class you want. That gives the basic number before adjustments for attack and defense level.

There are 12 columns for various types of armor, to be explained below:

1	None. This is basic clothing or skin with no protective qualities. Robes and fur come under this classification.
2A	Leather. This is for actual leather armor or padding, or slightly protective skin in monsters.
2B	Brigandine. This is to approximate several types of armor: scale, lacquered leather, leather with a breastplate, or other types of armor that are half metal and half leather. It is also for use for monsters whose skin is basically hard with many soft spots.
3	Shield. This is for someone unarmored who is carrying a shield, or for slightly crusty or roughly padded skin in monsters. There are two types of shields that a person can use, the standard one that weighs 15 pounds, and a smaller one that weighs 6 pounds, called a buckler. The lower weight of a buckler adds maneuverability that makes up for its smaller size, so in melee it protects as well as a normal shield. However, against archery a buckler provides no protection at all without special abilities. A buckler can be worn with a 2-handed weapon (but gives no benefit while the weapon is in use) and while using archery (though it gives no benefit while archery is being used). A buckler cannot be used with double weapons. Non-magical bucklers are generally destroyed in a single melee, so carry extras.
4A	Leather and Shield. This is for someone wearing leather and carrying a shield, or for rather tough, but not scaly or hard, skin in monsters.
4B	Brigandine and Shield. This is for someone in brigandine who is carrying a shield, or for somewhat tougher structure than class 2B for monsters.
5A	Chain. This is for someone wearing chain mesh or mail armor, or for basically monsters with scaly hides.
5B	Chain-Plate. This is for someone wearing a breastplate and otherwise armored in chain, or for monsters with a tougher, scaly hide.
6A	Chain and Shield. This is for someone wearing chain armor and carrying a shield, or for somewhat more flexible scaly armor on monsters.
6B	Chain-Plate and Shield, or for the toughest flexible scales you'll ever find on a monster (dragons and such).
7	Plate. This is for someone wearing plate armor or for something with a basically hard shell.

8	Plate and Shield. This is for someone wearing plate armor and carrying a shield, or for the hardest of shells.

There is also a column on the matrix for Blows. This is the basic number of blows a man able to move at speed 12 can take with that weapon during a combat phase.

Damage Dice is the number of six sided dice of damage done by that weapon on a hit, before any adjustments for magic or strength.

The Attack Matrix: Natural Body Weapons table on page 10 is the same except for the fact that the numbers on the left do not indicate length of weapon. Those are only indicated by *Small*, *Medium*, and *Large* descriptions. Another note for the Natural weapons table is for *Envelopment*. These numbers are what is needed to grab or engulf a struggling opponent, either for subduing the opponent or for more evil purposes. It covers grappling as well as the twisting of a python around its victim.

The rows labeled *Small Crushing* and *Large Crushing* have a special note for the damage. Small Crushing, if successful, does 3 dice minus the strength of the victim being crushed. Large Crushing does 6 dice minus the strength of the victim being crushed. This is to simulate the fact that a stronger man or monster is more difficult to constrict, since he is fighting back. The strength is only subtracted if the victim is still conscious and struggling.

Referees should remember a couple of things: the armor class of a target using a shield should only include that shield if he is being attacked from the general direction the shield is facing. A person in chain and using a shield would only defend as chain if attacked from behind.

Also, a person using a two handed weapon cannot at the same time use a shield or buckler, and so is also defending as only whatever armor they are wearing, not the armor and the shield.

Blows per Phase

The following section may be treated as optional for those of you not familiar with this combat system. It is designed to add realism to the game by taking note of the fact that a fighter who is heavily burdened cannot fight as well as one who is carrying little or nothing.

On the attack matrices, there is a number for each weapon that represents the number of blows per melee phase that someone wielding this weapon may strike. In actuality, that is the number of blows that someone loaded so as to be able to move at speed 12 can strike. If someone is loaded to move more or less than this amount, it affects the numbers of blows per phase that can be taken, as shown in the Blows per Phase Table on page 13.

Archery Battles

Archery is resolved with the Archery Matrix table on page 10. The first part of this matrix is much like the melee matrix. It gives the basic roll that must be made to hit for various armor classes at close range with no modifying circumstances. The next table gives the modification due to range. Note that for some weapons there are additional modifications as listed below this table. The next two tables are similar to the first two, but are for short-range weapons. The next table gives the modifications to the base for various circumstances. Note that it is always necessary to modify for the archer's dexterity and level. Some of these adjustments are dependent on range, short or long. The dividing line between short and long range is given in the base roll tables.

If an archery shot misses, one of several outcomes is possible. If the shot only misses by a small amount, then it might have simply missed as a result of armor. Refigure the number that is needed to hit if no armor was present. If the shot would have hit if there was no armor, then the shot was stopped by the armor. If the shot would have missed even without armor, then the shot is a scatter, and it is necessary to determine where it went. Use the Scatter distance table, rolling two dice for each scatter direction. The first roll is for left - right distance (a low roll is to the left). The second roll is for high - low miss distance if the original target is at short range, and for long - short miss distance if at long range. If there is another possible target near where the shot ends up (normally within the distance given by the "6,8" column) then roll a percentile number to see if that target is hit. Include all adjustments except the archer's level, dexterity, abilities, and for magical bow.

Critical Hits

Whenever two or more beings are involved in battle, there is a small chance that one or another will do something out of the ordinary on any given blow. Sometimes this something is good, sometimes bad. This is taken care of in our Critical Hit and Fumble system.

As described above, a low number on the 00-99 roll is likely to hit, and a high number is likely to miss. With our system, an extremely low number will score a Critical Hit, and an extremely high number will Fumble. A Critical Hit is not always a hit that causes extra damage, but it is usually something that gives the person scoring the Critical Hit an advantage in the melee. A Fumble is not always a matter of being clumsy with a weapon; it is a matter of giving one's opponent an advantage.

Once you determine what number each person in a battle needs to hit, take note of any numbers rolled that begin with either a 9 or a 0. Numbers in these ranges have a chance to Critical or Fumble. The Critical and Fumble Chance table on page 14 shows, based on what numbers

needed by an attacker to hit, what extreme numbers must be rolled to either Critical or Fumble. For example, if a character needs to roll a 25 or less to hit an opponent, any time the roll is a 01 the dice must be rolled again to get two more digits. If these two digits are 30 or less, the target was hit in a critical location. If the roll was a 00 in this case, no further roll would have been necessary, since 00 is obviously less than 01.30%. In this same case, a roll of 96.30% or higher would fumble. So, on the table, for each number needed to hit, the maximum number needed to Critical and the minimum number to Fumble are listed.

If a Critical is scored, go to the Critical Hit Location Table on page 15. Look at the line that best describes the shape and position of the target with respect to the person striking the Critical. If he is attacking a giant snake from the rear, the line would be Serpent, Rear. The attacker then rolls two six sided dice for location. Suppose he rolls a 7. In this case, Serpent, Rear, a 7 is Lower Body. Depending upon the weapon being used, he goes to the appropriate Critical Hit Effects: Impact or Slashing Weapons and Critical Hit Effects: Archery or Stabbing Weapons tables on page 17 and rolls a six-sided die for severity. Suppose he is using a slashing weapon (a broadsword, for example) and rolls a 5 for severity. He looks at the Slashing Table, Lower Body, 4-5 column. This is a Groin Hit, meaning that he does times 2 damage to the snake, and the snake loses all blows and parries for 1 to 4 (randomly determined) phases due to pain.

The Slashing table is used for most impact and cutting weapons, and the Stabbing table is used for daggers, short swords, narrow falchions, spears, and most archery weapons. The referee should use his discretion in the case of unusual weapons. If it does its damage by impact, use the Slashing table. If it does its damage by puncturing, use the Stabbing table.

On the Critical Hit Effects tables, you will notice that some of the effects have special notes. These are to be interpreted as follows:

KO This means that the creature is unconscious or otherwise incapacitated for N x (1-10) turns, where N is the damage multiplier for the individual critical hit effect.

IK This note indicates that the creature is killed outright or otherwise rendered nonexistent by the critical hit. For the purposes of determining regeneration chances or body saving throws, the amount of damage of an IK equals the number of hits of the target's death level in addition to any other damage done by the blow.

(A) This note indicates that the creature hit will bleed, and thus continue to take damage from the wound at a rate of 1 point per turn until healing is begun on the damage, or first aid is rendered.

(B) This note indicates that the creature hit will bleed more heavily, and will continue to take 1 point of damage per turn until the creature is completely healed of all current damage.

(C) This note indicates fast bleeding, and that the creature hit will continue to take 1 point of damage per phase until healing is begun on the damage.

(D) This note indicates that the limb hit by the Critical Hit cannot be used for 1 to 4 phases after the Critical.

There are also two notes on the Shield Arm row of the table worthy of notice. The first is the note that says (1/2 upper body). This means that if the creature or being is not using a shield, 1/2 of the Shield Arm Critical Hits become Upper Body hits, the other 1/2 remaining Arm hits. The second note is that a shield may be broken or destroyed by this type of Critical Hit unless the shield is more magical than the weapon or projectile hitting it.

Note that not all creatures are affected by critical hits in certain areas, or by certain effects. Non-corporeal undead will sometimes be unaffected by IKs and can not bleed.

Fumbles

When a number is rolled that is high enough to score a fumble, refer to the Fumble Table on page 15. No location number is necessary. If the fumbler was using a sword or other melee weapon, use the Artificial Melee Weapons column. If claws or other body appendages are used to attack, use the Natural/Body Weapons column. In the case of an Archery fumble, use that column devoted to Archery Weapons.

For each fumble, roll two six sided dice and note the result for that number. Follow all directions to their natural conclusions. Most of the results are self-explanatory. Use discretion, if the physically impossible is rolled just re-roll.

The results of the Break Weapon fumble, or a when a weapon could be broken by a parry, can be found in the Weapon Breakage Table on the same page. The first part of the table gives the basic roll that must be exceeded to avoid having the weapon break. This is then adjusted for any magical armor that the weapon is directed against and for the weapon itself being magical or well made. Adjustments for strength of the attacker, Shields, and parrying weapons are described below the tables.

If a weapon does break, the percent that it is broken is equal to the difference between the weapon breakage roll and the roll needed to prevent breakage.

A broken weapon can still be used in combat, with the chance that it will hit being reduced by the percentage the weapon is broken. Also, if the weapon tries to break again, the chance that it will do so is increased by the amount it is broken. A broken intelligent weapon has a chance of losing some of its powers, but not its intelligence or basic attack level. The chance that it will lose any particular power is the percent of the breakage, rolled separately for each.

Parrying

It is possible to decrease the chances of being hit by an opponent by parrying his blows. This is done by (simplified somewhat) striking at his weapon rather than at your opponent directly. This is reflected in the combat system as follows:

A character may use his own weapon to parry any blow coming from the direction he is directly facing, within the limits stated below.

For each blow the character attempts to parry, he uses up 1 offensive blow with that weapon for that phase. He may not attempt to parry more blows than he could take offensively.

The ability of a weapon to parry a blow is based on its length, with the special exception of quarterstaff (11). In the following descriptions the quarterstaff may be used to parry as length 3, due to its mobility, or 11.

His opponent may be using any artificial weapon except a morningstar or flail, which cannot be parried or any natural weapon except large mouth, tail or tentacle, or butt ram, which also cannot be parried.

For purposes of determining length of weapons, the following exceptions should be noted: when attacking, a Quarterstaff is treated as length 5. Monster attack classes labeled Small should be treated as length 2. Monster attack classes labeled Medium should be treated as length 5. Monster attack classes labeled Large should be treated as length 9. At the discretion of the referee, extremely large monsters may be treated as greater lengths or as totally unparryable by normal means. It would be hard, for example, to parry the foot of a Brontosaurus, just from sheer mass. Monster attack classes 11 to 14, envelopment and crushing attacks, may only be parried by spear or quarterstaff, and only if the attacking monster has a solid, substantial body. In those cases, the attacks may be parried as if the monster were using a length 6 weapon.

The effect of a parry is calculated as follows: if the attacking weapon has a length 3 or less longer than the parrying weapon, and no more than 1 shorter than the parrying weapon, the number that the attacker needs to roll (00-99) to hit is reduced by 1/2. Thus, if a 25 had been needed to hit, the attacker now needs a 12 or less (round fractions down, this takes into account that rolling 00 will hit in an approximate manner).

If the attacking weapon is either 4 or 5 longer than the parrying weapon, or 2 shorter, the parry reduces the chance to hit by 1/3. Thus, if the attacker had needed a 29 or less to hit, he would now need to roll 19 or less to hit (29 x 2/3, rounded down = 19).

If the attacking weapon is 6 or 7 longer than the one being used to parry, or 3 shorter than the parrying weapon, the parry reduces the chance to hit by 1/4. Thus, if the attacker had needed 35 or less to hit, he would now need to roll 26 or less to hit.

If the difference between the attacking weapon and the parrying weapon is greater than is stated above, the attacking weapon may not be successfully parried. Further, neither a hand axe nor hatchet may parry a maul.

Due to the way a weapon is used to parry, there is a better than normal chance that the parrying character may break or drop his weapon. This is handled as follows: if the attacker rolls a number 1 higher than he needs to hit while being parried (i.e. needs to roll 19 or less and rolls a 20), the person parrying must check to see if his weapon has been broken. This is done by consulting the same rules used to check for weapons breaking due to fumbles. Simply roll a breakage chance number for the weapon as if it had hit an opponent in chain armor, using your opponents strength rather than your own in the percentage check. If your weapon's roll falls within its percentage chance of breaking, the weapon breaks, and cannot be further used to parry or attack.

If the attacker rolls a number from 2 to 5 higher than what he needed to hit through the parry, he has disarmed the parrying person. The person parrying then loses 1-4 blows drawing out another weapon for fighting or parrying, although a physical saving throw can retain a two-handed weapon and only lose 1-2 blows. During the time taken up by these lost blows, the attacking opponent's blows are, of course, unparried unless our beleaguered defender had another weapon in the other hand.

Using Two Weapons

It is possible for humanoid or similar beings to use a weapon in each hand, with certain limitations and penalties. While this normally refers only to 2 hands, a being with more than 2 hands might be able to use more than 2 weapons, at the discretion of the referee.

First, the use of 2 weapons normally means that you are not using a shield defensively, and this may reduce the armor class of the wielder of the 2 weapons.

Second, only weapons with lengths 1-5 may be used together, as follows: any two weapons of lengths 1-4 may be used together, or any weapon of length 5 may be used with any length 1-4 weapon. (These lengths are as indicated on the Attack Matrix for hand-carried weapons.)

Third, any person using 2 weapons in this manner loses 4 attack levels from his attacks with either weapon.

Fourth, the person using two weapons loses 1 blow from the number of blows he would normally take with each weapon each phase. That is, if using a 4-blow weapon and a 3-blow weapon in conjunction, he would take 3 and 2 blows, respectively.

He may use 1 weapon to strike and 1 weapon to parry blows of an opponent, with whatever restrictions the parrying weapon may have, or both weapons to strike, or both weapons to parry blows coming from the same

general direction. Note that the percentage chance to parry drops by 1 parry class when using 2 weapons.

Weapon Descriptions

Some of the weapons in our combat table are not familiar to most people, or might lead to some confusion due to the terms being used. We suggest you read the following descriptions in order to familiarize yourself with just what some of the weapons are.

Kris: This is a wavy-bladed Malayan dagger (there is also a sword version, but not here). The blade is designed to cause a wider wound than a normal dagger, and it is heavier and more difficult to use, which is why it causes more damage and gets less blows per phase than a dagger.

Short Sword: This is normally a stabbing type of sword with a rather narrow blade, about 18” long (not scale inches, real ones).

Warhammer: This is normally a hammer similar to those of dwarvish make, with basically a brick-shaped head attached to a short handle, balanced for throwing.

Beaked hammer: This is a weapon that looks somewhat similar to a carpenter's claw hammer, but much larger. It has a narrow beak on one side for puncturing armor, and a spike at the end for slashing against light armor. Its point means that it is not considered a weapon for lawful clerics.

Broadsword: This is the standard knight's one-handed weapon. It is not particularly sharp, but it is basically good against almost anything. Most magical swords are of this type.

Longsword: This is a longer, sharper, slightly curved saber-like blade. The scimitar can be used as being this type also.

Narrow Falchion: This is a straight, narrow blade designed for forcing its way through the chinks in armor, primarily a stabbing weapon. It is not useful against natural body armor, which does not have as many weak spots at joints.

Staff sling: This weapon requires a 10-foot high or higher ceiling to be used.

Wide Falchion: This is a thick, broad-bladed sword designed for chopping through armor.

Samurai Sword: This is actually only one of the types of sword used by Japanese samurai, the longer of the two basic one-handed swords (the Katana). They should not be common unless you play in an oriental world.

Battle Ax: This is a long-handled ax designed for chopping with distinct strokes, usually with a blade on only one side of the pole. It is a two-handed weapon.

Great Ax: This is a broad, twin-bladed ax that is very heavy and very deadly. It is a two-handed ax with more blade and less handle than a battle ax.

Bullova: This is a type of two-handed ax with four points (Take a five-pointed star, cut off one point, and lay the now-flat edge along a pole. That's the shape) rather than a single cutting edge.

Morning Star: This is a metal ball attached to a handle by a short chain. It is used by whirling the ball to swing it at the enemy.

Flail: This is a two-handed weapon similar to the morning star. Usually consists of two or more balls with chains, or one heavier ball.

Maul: This is similar to a dwarvish hammer, but scaled up in size, and swung with both hands.

Great Hammer: This a larger version of a maul.

Fauchard: This is a type of polearm with a sharp curved edge (sort of a cross between a scythe and a razor). Like other polearms, it can be used from the second row of a battle, if you're careful and have room to swing it.

Lucerne Hammer: This is a Swiss invention, sort of a beaked hammer on a pole. It was designed for use from the second row of a battle, or with pikes.

Japanese Weapon Descriptions

Some people are interested in the Japanese-style medieval setting, but the relevant weapons are less familiar to most of us. Here are descriptions of most weapons of significance. Remember that these implements were designed in an environment without plate armor and for the most part without shields.

Bo: This weapon is comparable to the European quarterstaff. All special quarterstaff parry rules apply.

Boken: This is a wooden practice sword, shaped like a katana but with a round cross section.

Chigiriki: The Japanese flail, this is a long stick with a ball and chain. It may be used to entangle as well as to strike for damage.

Chinese mace: Called the *Suan-tou-Fung*, this is at its simplest a ball on a stick. Pricier versions are quite artistically carved to resemble little men or animals.

Fang: This Chinese weapon is a short sword with a "thumb" running parallel to the blade.

Han-Dachi: This is a short broadsword.

Helmet-breaker: The *Hachiwara* is a short heavy rod fixed to a handle.

Hoko: This polearm has an in-line blade and a sharp "thumb".

Jitte: This is primarily a parrying and disarming tool. It is shaped like a finger of metal with a short thumb beside it, creating a slot for catching sword blades.

Jo: This is a three-foot stick, usually wielded in pairs.

Kama: This is a long straight-bladed sickle.

Kama Yari: This is a polearm with three blades, the outer two curving away from the straight central one.

Katana: This is a slightly curved hand-and-a-half sword with one sharp edge.

Kiseru: This is an iron smoking pipe, three feet long, used by Yakuza as a makeshift weapon.

Magari Yari: This trident polearm has three straight blades forming a plus sign where they meet the haft.

Manrikigusari: This is several feet of heavy chain fitted with two handles. It may be used to strike or entangle. The chain (kusari) is also a component of many composite weapons. Thus, a chain ending in a sickle is a kusari-gama, etc.

Masakari: This is a single-edged axe fitted with a point, but otherwise it is very much like a hand axe.

Nagamaki: This is a shorter version of the Naginata.

Naginata: This is a polearm consisting of a sword blade on a shaft.

Nata: This is a short one-handed version of the Kama.

Nekode: These are artificial claws that strap to the hands.

Ninjato: This is the ninja version of the katana, smaller and with a straight blade.

Nodachi: This is a true two-handed sword, much lighter than the various European versions.

Nunchuku: These are two short rods linked with a short chain.

Ono: This is the Japanese battleaxe.

Sai: The sai is also a parrying weapon like the jitte. It is shaped like a trident with the middle tine lengthened.

Sang Kauw: This is a Chinese parrying weapon. It looks like a boat hook with a handle in the middle bridged by crescent knife. One hand holds the straight end of the hook, the other fits under the bridge.

Sodegarami: The "sleeve catcher" is a long pole with the business end covered in barbs and hooks. It is meant to catch clothing, but works just as well on the rings and joints of some armor types. Sodegarami may strike as Fast Envelopment.

Sword-staff: The *Bisento* is a heavy curved blade on a pole.

Tachi: This is a slightly longer katana. It is always used two-handed.

Tanto: This and the Hamidashi are types of dagger.

***Tau-kieu*:** This Chinese weapon is a rod with a handle.

Tessen: This is a lady's folding fan backed with iron and used as a weapon of last resort or a hold-out weapon.

Tetsubo: The tetsubo is an asymmetric staff. One end is thicker and studded or bound in iron. A **Monster Tetsubo** is a larger version used mainly by legendary beings. It requires Strength 25 or greater to wield.

Tonfa: This is a forearm-length wooden stick with a cross-handle.

Wakizashi: This is the Japanese short sword. A Samurai will wear this sword with the katana. The Kodachi is a similar sword.

Whip chain: The *Kau Sin Ke* is a set of oblong weights linked in a jointed chain and fixed to a handle.

Yari: This entry represents many types of Japanese spear. The yari is always used as a polearm and never thrown.

Miscellaneous Combat Rules

A character is considered in melee if, at the end of movement, she is in melee range of an opponent, and either she or the opponent is preparing to take blows on the other.

Any time a character is attacked from behind while in melee already, he loses 2 defense levels against the attacker from the rear.

Any defense levels that come from magical defenses built into a shield do not apply against any attacker that is attacking from a direction not faced by the shield. Thus, if a character has a shield on his left arm, the shield defense levels do not guard against an attack coming from his right or behind him.

If a character cannot see her opponent, then her attack and defense levels are halved vs. that opponent. Levels derived from magic are not halved. Examples are being flashed, the melee is in darkness, or the opponent is invisible.

Whenever a character is on the ground his attack and defense levels are halved as above.

Anytime a character is completely immobile or in no way expecting an attack, he defends at level 0, adjusted only by any magical armor or protective devices or spells. In some of the rules that follow “defend at 0” is as defined here.

To change weapons when a character is engaged in combat takes an amount of time equal to 1 to 4 blows (rolled randomly) with the new weapon being drawn. This includes voluntarily changing weapons, or replacing ones lost or broken during the melee. If a character is not engaged in melee at the time of the weapon exchange, it takes only an amount of time equal to 1 blow with the new weapon.

It takes an amount of time equal to 2-12 blows of the recovered weapon to recover a weapon that has been dropped in the middle of a melee, if that weapon is in the immediate vicinity (1”) of the continuing melee. The melee can be moved by one of the combatants by retreating, or the fighter ability *Force Melee*.

Normally, two combatants must be within 1” of each other in order to fight in melee. If a monster or other creature has an abnormally long reach or weapon, the melee range is at the discretion of the referee.

When combat is first joined, the character or being who charges into the melee takes his first blow first, if the weapon lengths are equal. For unequal length weapons, the longer weapon strikes first on the first blow. In subsequent phases, the shorter, more maneuverable weapon strikes first. Blows are spaced out based on the

number of blows per phase with each weapon, all blows being spread evenly throughout the phase.

While in melee, casting a magical or clerical spell, or activating an item costs one blow per weapon in the following melee phase. The spell must be cast on yourself, at, or through your opponent, else you defend at 0 for your opponents' first blow with each weapon. If a magic user (not a cleric) throws his highest level spell, he cannot take any blows that melee, and defends at 0.

Blows vs. Dexterity Count Table

Blows	Dexterity Count 5 4 3 2 1 0 -1 -2 -3 -4 09876543210987654321098765432109876543210987654321012345678901234567890123456789012345678901234567890123456789
1	0 ***1***
2	25 ***1*** -25 ***2***
3	33 ***1*** 0 ***2*** -33 ***3***
4	38 ***1*** 13 ***2*** -12 ***3*** -37 ***4***
5	40 ***1*** 20 ***2*** 0 ***3*** -20 ***4*** -40 ***5***
6	42 ***1*** 25 ***2*** 8 ***3*** -8 ***4*** -25 ***5*** -42 ***6***
7	43 ***1*** 29 ***2*** 14 ***3*** 0 ***4*** -14 ***5*** -29 ***6*** -43 ***7***
8	44 ***1*** 31 ***2*** 19 ***3*** 6 ***4*** -6 ***5*** -19 ***6*** -31 ***7*** -44 ***8***
9	44 ***1*** 33 ***2*** 22 ***3*** 11 ***4*** 0 ***5*** -11 ***6*** -22 ***7*** -33 ***8*** -44 ***9***
10	45 ***1*** 35 ***2*** 25 ***3*** 15 ***4*** 5 ***5*** -5 ***6*** -15 ***7*** -25 ***8*** -35 ***9*** -45 ***10***
11	45 ***1*** 36 ***2*** 27 ***3*** 18 ***4*** 9 ***5*** 0 ***6*** -9 ***7*** -18 ***8*** -27 ***9*** -36 ***10*** -45 ***11***
12	46 ***1*** 38 ***2*** 29 ***3*** 21 ***4*** 12 ***5*** 4 ***6*** -4 ***7*** -12 ***8*** -21 ***9*** -29 ***10*** -38 ***11*** -46 ***12***
13	46 ***1*** 38 ***2*** 31 ***3*** 23 ***4*** 15 ***5*** 8 ***6*** 0 ***7*** -8 ***8*** -15 ***9*** -23 ***10*** -31 ***11*** -38 ***12*** -46 ***13***
14	46 ***1*** 39 ***2*** 32 ***3*** 25 ***4*** 18 ***5*** 11 ***6*** 4 ***7*** -4 ***8*** -11 ***9*** -18 ***10*** -25 ***11*** -32 ***12*** -39 ***13*** -46 ***14***
15	47 ***1*** 30 ***2*** 33 ***3*** 26 ***4*** 20 ***5*** 13 ***6*** 7 ***7*** 0 ***8*** -7 ***9*** -13 ***10*** -20 ***11*** -27 ***12*** -33 ***13*** -30 ***14*** -47 ***15***
16	47 ***1*** 41 ***2*** 34 ***3*** 28 ***4*** 22 ***5*** 16 ***6*** 9 ***7*** 3 ***8*** -3 ***9*** -9 ***10*** -16 ***11*** -22 ***12*** -28 ***13*** -34 ***14*** -41 ***15*** -47 ***16***
17	47 ***1*** 41 ***2*** 35 ***3*** 29 ***4*** 24 ***5*** 18 ***6*** 12 ***7*** 6 ***8*** 0 ***9*** -6 ***10*** -12 ***11*** -18 ***12*** -24 ***13*** -29 ***14*** -35 ***15*** -41 ***16*** -47 ***17***
18	47 ***1*** 42 ***2*** 36 ***3*** 30 ***4*** 25 ***5*** 19 ***6*** 14 ***7*** 8 ***8*** 3 ***9*** -3 ***10*** -8 ***11*** -14 ***12*** -19 ***13*** -25 ***14*** -30 ***15*** -36 ***16*** -42 ***17*** -47 ***18***
19	47 ***1*** 42 ***2*** 37 ***3*** 32 ***4*** 26 ***5*** 21 ***6*** 16 ***7*** 11 ***8*** 5 ***9*** 0 ***10*** -5 ***11*** -11 ***12*** -16 ***13*** -21 ***14*** -26 ***15*** -32 ***16*** -37 ***17*** -42 ***18*** -47 ***19***
20	48 ***1*** 43 ***2*** 38 ***3*** 33 ***4*** 28 ***5*** 23 ***6*** 18 ***7*** 13 ***8*** 8 ***9*** 3 ***10*** -3 ***11*** -8 ***12*** -13 ***13*** -18 ***14*** -23 ***15*** -28 ***16*** -33 ***17*** -38 ***18*** -43 ***19*** -48 ***20***
21	48 ***1*** 43 ***2*** 38 ***3*** 33 ***4*** 29 ***5*** 24 ***6*** 19 ***7*** 14 ***8*** 10 ***9*** 5 ***10*** 0 ***11*** -5 ***12*** -10 ***13*** -14 ***14*** -19 ***15*** -24 ***16*** -29 ***17*** -33 ***18*** -38 ***19*** -43 ***20*** -48 ***21***

22	48	43	39	34	30	25	20	16	11	7	2	-2	-7	-11	-16	-20	-25	-30	-34	-39	-43	-48	
	1	***2***	***3***	***4***	***5***	***6***	***7***	***8***	***9***	***10***	***11***	***12***	***13***	***14***	***15***	***16***	***17***	***18***	***19***	***20***	***21***	***22***	
23	48	43	39	35	30	26	22	17	13	9	4	0	-4	-9	-13	-17	-22	-26	-30	-35	-39	-43	-48
	1	***2***	***3***	***4***	***5***	***6***	***7***	***8***	***9***	***10***	***11***	***12***	***13***	***14***	***15***	***16***	***17***	***18***	***19***	***20***	***21***	***22***	***23***
24	48	44	40	35	31	27	23	19	15	10	6	2	-2	-6	-10	-15	-19	-23	-27	-31	-35	-40	-44	-48
	1	***2***	***3***	***4***	***5***	***6***	***7***	***8***	***9***	***10***	***11***	***12***	***13***	***14***	***15***	***16***	***17***	***18***	***19***	***20***	***21***	***22***	***23***	***24***
	5 4 3 2 1 0 -1 -2 -3 -4																						
	0987654321098765432109876543210987654321098765432101234567890123456789012345678901234567890123456789																						
	5 4 3 2 1 0 -1 -2 -3 -4																						
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	5 4 3 2 1 0 -1 -2 -3 -4																						
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	5 4 3 2 1 0 -1 -2 -3 -4																						
	0987654321098765432109876543210987654321098765432101234567890123456789012345678901234567890123456789																						

- Charging gets first blow advantage and opponents blows are those that will come after the attackers first blow. A defenders blow can be simultaneous if it is longer that the attacker is able parry successfully.
- ± 5 dexterity counts is considered simultaneous blows.
- Blow Formula: First Blow = 50 – ((100 / N) / 2). Subtract 100 / N to get each blow after the first blow. Round to nearest integer. If fraction is exactly ½ round to nearest even integer (i.e.: 12.5 becomes 12 and 13.5 becomes 14).

Note: Use the extra blank entries for unusual cases not in this chart.

Archery Matrix

Weapon	Range (Close/Max)	Range Table	Special Modifiers	ARMOR CLASSES: 1 NONE	2A LTHR	2B BRIG	3 SHLD	4A L&S	4B BR&S	5A CHN	5B CP	6A C&S	6B CP&S	7 PLT	8 P&S	SHOTS	DICE	DAMG
Short Bow	25/100	A		-5	-10	-25	-15	-20	-35	-25	-30	-35	-40	-35	-45	2	1	
Horse Bow	30/125	A	-5 over 25”	0	-5	-20	-10	-15	-30	-20	-25	-30	-35	-30	-40	2	1	
Composite Bow	45/175	A		-5	-10	-20	-15	-20	-30	-20	-25	-30	-35	-30	-40	2	1	
Longbow	45/175	A		0	-5	-20	0	-5	-20	-15	-20	-15	-20	-25	-25	2	1	
Light Crossbow	30/150	A	-5 over 50”	0	-5	-20	-10	-15	-30	-20	-25	-30	-35	-30	-40	1	2(-2) [3]	
Heavy Crossbow[1]	40/200	A	+10 under 50” +5 under 100”	0	-5	-10	0	-5	-10	-10	-15	-10	-15	-15	-15	½	3	
Ballista[2]	50/250	A	+10 under 50” +5 under 100”	0	-5	-10	0	-5	-10	-10	-15	-10	-15	-15	-15	⅓	6	
Staff sling	25/100	A		-5	-10	-25	-15	-20	-35	-25	-30	-35	-40	-35	-45	1	1	
Sling	25/100	A	Use 3x Range	-5	-10	-25	-15	-20	-35	-25	-30	-35	-40	-35	-45	1	1	
Javelin	10/40	A	Use 3x Range	-5	-10	-25	-15	-20	-35	-25	-30	-35	-40	-35	-45	1	1	
Dagger	6/12	B		0	0	-20	-10	-10	-30	-30	-30	-40	-40	-40	-50	1	1	
Short Sword	4/9	B		0	0	-20	-10	-10	-30	-30	-30	-40	-40	-40	-50	1	2(-2) [3]	
Hatchet	6/12	B		0	-5	-20	-10	-15	-30	-20	-25	-30	-35	-30	-40	1	2(-2) [3]	
Hand Axe	4/9	B		0	-5	-20	-10	-15	-30	-20	-25	-30	-35	-30	-40	1	2	
Spear	4/9	B		0	-5	-20	-10	-15	-30	-20	-25	-30	-35	-30	-40	1	2	
Warhammer	4/9	B		-20	-20	-20	-30	-30	-30	-20	-20	-30	-30	-15	-25	1	2	

1 Heavy Crossbow: Shoot 1 phase, reload the next. Shoot every phase if 2 crossbows and second person winding.
2 Ballista: Shoot 1 phase, reload the next 2 phases. Reload in 1 phase if second person helping.
3 When adjusting do not allow total damage to be less than the minimum natural roll. 2(-2) is 2D6 minus 2 with a minimum of 2 as the result. So the possible values are 2 to 10 for a weapon doing 2(-2).

Range (A)	6	9	12	15	18	21	25	30	35	40	45	50	60	70	80	90	100	120	140	160	180	200
Base Chance	85	80	75	70	65	60	55	50	45	40	35	30	25	20	15	10	5	0	-5	-10	-15	-20

-5 per additional 20” ↑

Range (B)	3	4	5	6	7	8	9	10	11	12
Base Chance	60	50	40	30	20	10	0	-10	-20	-30

← -10 per additional 1”

	Archer Modifiers: Bow or Sling	Archer Modifiers: Thrown	Target Modifiers: At Close Range	Target Modifiers: At Long Range
General (Archer Only)	Level (max of 20) + Natural Dexterity + Abilities + Special Bonuses			
Movement[4]	-2 per 1”	-1 per 1”	-2 per 1”	-3 per 1”
In Melee[4]	-20	-10	-20	-30
Concealed	-20 for ⅓; -30 for ⅔		-20 for ⅓; -30 for ⅔	
Dodging	No archery		-20	-30
Surprised or Unaware	No archery		+20	
Passive Shield[5]	No archery	No Effect	0	-10
Active Shield[5,6]	No archery		-10	-30

4 Movement and melee modifiers are mutually exclusive. Use whichever has the greater effect.
5 A shield is effective over a 180 degree arc, centered on the shield. A buckler has no effect on archery, unless special abilities or skills are used.
6 Active shielding requires the character to perceive the missile(s) and attempt to block or cover up.

Scatter Distance (roll 2D6)

Range	2, 12	3, 11	4, 10	5, 9	6, 8	7
1-6	1”	¾”	½”	¼”	⅛”	0”
R 7-12	2”	1½”	1”	½”	¼”	0”
a 13-24	4”	3”	2”	1”	½”	0”
n 25-48	9”	6”	4”	2”	1”	0”
g 49-96	14”	9”	6”	4”	2”	0”
e 97-192	21”	14”	9”	6”	4”	0”

- A roll of 00 always hits. A roll of 95+ always scatters. Roll once for each direction in which scatter can occur.
- Projectile bounces off armor if it missed by the amount of the armor adjustment. Any other miss is a scatter.
- Distances are in game inches. All scatters are measured from the point of aim. Allow for the arc of the missile.

Attack Matrix: Japanese Hand-Carried Weapons

	ARMOR CLASS	1	2a	2b	3	4a	4b	5a	5b	6a	6b	7	8	BLOWS	DICE	DAMG	BREAK
	WEAPON	NONE	LTHR	BRIG	SHLD	L&S	BR&S	CHN	CP	C&S	CP&S	PLT	P&S				
1a	Tessen	40	25	13	25	20	10	15	10	10	05	02	00	2	2(-2)		F
1b	Tanto/Hamidashi	45	35	20	35	30	15	20	10	10	05	05	00	4	1		S
1c	Nekode	45	35	20	35	30	15	20	12	15	08	05	00	4	1(+1)		S
2a	Jitte/Sai	45	35	20	35	30	15	20	10	10	05	02	00	4	1		S
2b	Nata	45	35	20	35	30	15	20	10	10	05	02	00	4	2(-2)		A
2c	Helmet-breaker	45	35	30	35	30	25	30	25	25	15	10	05	3	2		A
3a	Tonfa	55	40	20	30	25	13	15	08	10	05	02	00	4	1		F
3b	Chinese mace	25	25	30	25	20	22	25	30	20	22	35	25	3	2		S
3c	Jogusari (Jo style)	55	40	20	30	25	13	15	08	10	05	02	00	4	1(-1)		?
3d	Kodachi/Wakazashi	45	30	20	35	30	15	20	10	15	08	02	00	3	2(-1)		S
3e	Masakari	45	30	20	30	25	15	20	12	15	10	10	05	3	2		A
3f	Fang	35	35	25	20	20	12	20	17	15	10	15	05	3	2		?
4a	Tau-kieu	25	25	25	25	20	20	25	25	20	20	25	20	3	2		?
4b	Nunchuku %	55	40	20	30	25	13	15	08	10	05	02	00	4	1		F
4c	Jo	55	40	20	30	25	13	15	08	10	05	02	00	4	1(-1)		A
4d	Manrikigusari *%	45	35	30	35	30	25	30	25	25	15	10	05	2	2		A
4e	Kusarigama*	55	45	25	40	35	20	30	20	15	10	10	05	2	3(-3)		?
4f	Kiseru	45	35	30	35	30	25	30	25	25	15	10	05	3	2		A
4g	Ninjato	55	35	20	45	25	13	25	15	17	08	05	00	3	2		S
5a	Boken	45	35	30	35	30	25	30	25	25	15	10	05	3	2		S
5b	Sang Kauw *	55	45	27	45	35	20	35	22	25	15	10	05	4	1(+1)		?
5c	Katana	55	35	22	45	25	13	25	17	20	11	10	02	3	2		S
5d	Katana (2-hand) *	55	35	22	45	25	17	25	17	25	15	10	05	3	3(-3)		S
5e	Tachi *	55	35	22	45	25	17	25	17	25	15	10	05	3	3(-3)		S
5f	Whip chain %	35	30	22	30	25	17	25	20	20	15	15	10	3	1		F
6a	Kusari * %	40	30	25	30	25	20	25	15	18	10	05	02	3	1		?
6b	Bogusari (Bo style)	55	45	25	35	25	12	25	15	15	07	05	00	3	1		?
6c	Jogusari (chain style)*%	40	30	25	30	25	20	25	15	18	10	05	02	4	1		?
7a	Kama *	55	45	25	35	35	17	35	20	20	10	05	00	2	3		A
7b	Ono *	35	30	25	25	25	17	35	27	35	22	20	10	2	2(+2)		A
7c	Nagamaki *	55	45	30	45	45	27	35	25	25	17	15	10	2	3		A
8a	No Dachi *	50	40	30	40	35	25	30	20	25	15	10	05	2	3		S
8b	Tetsubo *	45	40	30	35	30	24	30	25	25	21	20	17	3	2		S
8c	Tetsubo(Monster)*	35	35	35	35	35	35	35	35	35	35	35	35	2	3		?
8d	Bo *	55	45	25	35	25	12	25	15	15	07	05	00	4	3		S
9a	Chigiriki (chain) *%	25	25	30	25	25	25	35	35	25	25	35	25	1	3		F
9b	Hoko * #	45	45	32	45	35	22	35	27	25	17	20	10	1	2		?
9c	Naginata * #	55	45	30	45	45	27	35	25	25	17	15	10	2	3		A
9d	Sodegarami * #	35	30	15	30	25	12	20	10	10	05	02	00	2	1(-1)		F
9e	Kusarigama (chain)*%	40	30	25	30	25	20	25	15	18	10	05	02	2	2		?
10a	Magari Yari * #	45	45	32	45	35	22	35	27	25	17	20	10	1	2		?
10b	Sword-staff * #	55	45	30	45	45	27	35	25	25	17	15	10	1	3		?
10c	Yari * #	50	40	25	40	35	20	20	15	15	13	10	05	2	2		F
10d	Bogusari (chain style)*%	40	30	25	30	25	20	25	15	18	10	05	02	3	2		?
12a	Kama Yari * #	55	45	30	45	45	27	35	25	25	17	15	10	1	3		?

* Indicates 2-handed weapon

% Indicates flexible weapon

# Indicates weapons useable from second rank of melee.

(Chain) Indicates that weapon may be used as Fast Envelopment attack *instead of* a damaging attack.

Jogusari, Kusarigama, and Bogusari all have a fixed number of blows total, not per part. Blows may be used with one part or divided among both. These three may also parry with the solid piece while striking with the chain, and the parry will count as a first, not second, weapon parry, and without losing blows.

Manrikigusari may also both strike and parry without loss of blows or parry position.

Attack Matrix: Natural Body Weapons

	ARMOR CLASSES / WEAPONS	1 NONE	2A LTHR	2B BRIG	3 SHLD	4A L&S	4B BR&S	5A CHN	5B CP	6A C&S	6B CP&S	7 PLT	8 P&S	BLOWS	DICE	DAMG
M1	Small Teeth	55	35	20	45	35	18	25	15	20	11	05	02	4	1	
M2	Medium Teeth	55	45	30	45	35	22	25	20	20	15	15	10	3	2	
M3	Large Teeth	55	45	35	45	45	32	35	30	25	22	25	20	2	3	
M4	Large Mouth	35	35	30	35	35	30	35	30	35	30	25	25	2	3	
M5	Small Claws	45	25	17	35	25	15	20	15	15	10	10	05	4	1	
M6	Medium Claws	45	35	25	35	25	17	25	20	20	15	15	10	2	2	
M7	Large Claws	45	35	27	35	25	20	25	22	20	17	20	15	1	3	
M8	Small Pincers	45	25	15	35	20	11	15	10	10	06	05	02	3	1	
M9	Medium Pincers	45	25	17	45	25	15	20	15	15	10	10	05	2	2	
M10	Large Pincers	45	45	32	35	35	27	25	22	25	22	20	20	2	2	
M11	Slow Envelopment	15	15	20	15	20	27	20	22	25	30	25	35	1	—	
M12	Fast Envelopment	25	25	35	25	25	35	35	40	35	40	45	45	2	—	
M13	Small Crushing	55	45	25	45	35	18	35	20	25	13	05	02	2	3(-S)	
M14	Large Crushing	55	55	40	45	45	35	35	30	35	30	25	25	1	6(-S)	
M15	Small Horns	55	45	25	35	25	13	25	15	20	11	05	02	3	1	
M16	Medium Horns	55	45	27	45	35	20	35	22	25	15	10	05	2	2	
M17	Large Horns	45	45	32	45	45	30	45	32	35	25	20	15	1	3	
M18	Small Hooves	35	35	27	35	35	25	25	22	20	17	20	15	3	1	
M19	Medium Hooves	25	25	25	25	20	20	25	25	20	20	25	20	3	2	
M20	Large Hooves	20	20	22	20	20	20	25	25	20	20	25	20	2	3	
M21	Medium Paws	45	45	35	35	35	27	35	30	25	22	25	20	3	2	
M22	Large Paws	25	25	25	25	25	25	25	25	25	25	25	25	2	3	
M23	Small Stinger	55	35	22	45	25	15	25	17	20	12	10	05	1	1*	
M24	Medium Stinger	45	35	25	45	35	22	25	20	20	15	15	10	1	2*	
M25	Large Stinger	45	45	32	45	35	22	35	27	25	17	20	10	1	2*	
M26	Soft, Small Tail or Tentacle	45	35	25	35	25	17	25	20	20	15	15	10	3	1	
M27	Soft, Medium Tail or Tentacle	45	40	30	40	35	25	30	25	25	20	20	15	2	2	
M28	Soft, Large Tail or Tentacle	55	45	32	45	40	27	35	27	30	22	20	15	2	3	
M29	Hard, Small Tail or Tentacle	35	30	22	30	25	17	25	20	20	15	15	10	3	1	
M30	Hard, Medium Tail or Tentacle	40	35	30	35	30	25	20	22	15	17	25	20	3	2	
M31	Hard, Large Tail or Tentacle	45	35	32	40	30	27	25	27	20	22	30	25	2	3	
M32	Small Butt/Ram	35	35	22	30	30	17	30	20	25	15	10	05	2	1	
M33	Medium Butt/Ram	35	35	25	30	30	20	30	22	25	17	15	10	2	2	
M34	Large Butt/Ram	45	40	35	35	35	27	35	32	30	25	30	20	1	3	

(-S) means subtract Strength of victim from damage
* Plus any poison damage

Note: Small natural body weapons are considered to be length 0 to 2. Medium is considered to be length 3 to 5. Large is length 6 or higher. All of these can be adjusted at the Game Masters discretion based on the type of monster. Consider these lengths as a general guide. Knowing the length is important for defense and parrying with artificial weapons.

- Crushing and Envelopment attacks can only be parried by a spear or staff.
- Large Mouth, Large Tail/Tentacle, Large Butt/Ram, and chain weapons can't be parried.
- Second weapon parry reduces parry chance by one category.
- Shield parries as length 6. Buckler parries as length 3.
- Quarterstaff can parry as length 3 or 8, at wielders choice. It gets a free second weapon parry for every deliberate blow or parry taken.
- If parry succeeds by 1% or less, roll on weapon breakage table for the defenders weapon.
- If parry succeeds by over 1% to 5% the parrying weapon is automatically lost unless it is two-handed, when you get to make a physical saving throw. If the saving throw is made, you will lose one blow with the weapon.

Attack Matrix: Hand-Carried Weapons

	ARMOR CLASS	1	2A	2B	3	4A	4B	5A	5B	6A	6B	7	8	BLOWS	DICE	DAMG	BREAK
	WEAPON	NONE	LTHR	BRIG	SHLD	L&S	BR&S	CHN	CP	C&S	CP&S	PLT	P&S				
0A	Unarmored Fist	55	45	22	35	25	12	20	10	10	05	00	00	4	½		-
0B	Armored Fist/Sap	55	55	32	35	35	18	25	17	15	08	10	02	4	1 (-1)		-/A
1A	Dagger/Knife	55	45	25	35	35	17	35	20	20	10	05	00	4	1		S/S
1B	Kris	55	45	25	35	35	17	35	20	20	10	05	00	3	2		S
2A	Hatchet	45	35	20	35	20	11	15	10	10	06	05	02	4	2 (-2)		A
2B	Hand Axe	35	35	25	20	20	12	20	17	15	10	15	05	3	2		A
2C	Short Sword	55	45	25	35	35	17	35	20	20	10	05	00	3	2 (-2)		S
2D	Trident	55	45	25	35	35	17	35	20	20	10	05	00	3	2 (-2)		A
3A	Warhammer	25	25	30	25	20	22	25	30	20	22	35	25	3	2		A
3B	Beaked Hammer	40	35	35	35	25	25	25	30	20	22	35	25	3	2		A
3C	War Axe	35	35	30	25	25	22	30	27	20	17	25	15	3	2		A
4A	Mace/Club	25	25	30	25	20	22	25	30	20	22	35	25	3	2		S/A
5A	Broadsword	45	35	22	35	25	13	25	17	20	11	10	05	3	2		S
5B	Long Sword/Scimitar	55	35	20	45	25	13	15	10	10	06	05	02	3	2		A/A
5C	Falchion vs. Armor	35	25	25	25	20	20	20	22	15	17	25	20	3	2 (-2)		A
	vs. Natural Hide	35	25	15	25	20	10	20	12	15	07	05	02	3	2 (-2)		A
5D	Wide-Bladed Falchion	35	35	27	25	25	17	40	27	30	20	15	10	2+	2 (+1)		S
5E	Samurai Sword (Katana)	55	35	22	45	25	13	25	17	20	11	10	02	3	2		S
6A	Battle Axe *	35	30	25	25	25	17	35	27	35	22	20	10	2+	2 (+1)		A
6B	Great Axe *	35	35	30	25	35	27	35	30	35	27	25	20	1	4		A
6C	Bullova * #	45	45	27	45	35	20	35	22	25	15	10	05	2	2		A
7A	Morningstar % (Chain-Mace)	45	45	35	35	35	27	35	27	25	22	25	20	2+	2		F
8A	Spear * #	45	35	25	35	30	20	25	20	20	15	15	10	2	3 (-3)		A
9A	Flail * % /Large Club *	25	25	30	25	25	25	35	35	25	25	35	25	1	3		F/F
9B	Maul *	35	35	35	35	35	35	35	35	35	35	35	35	1	3		A
9C	Great Mace *	25	25	33	22	22	30	35	38	32	35	40	37	1	4		A
10A	2-Handed Broadsword *	35	35	35	35	35	30	35	35	35	30	35	25	1+	3		S
10B	Great Hammer *	25	25	33	22	22	30	35	38	32	35	40	37	1	4		A
11A	Quarterstaff *	55	45	25	35	25	12	25	15	15	07	05	00	4	1		A
12A	Fauchard * #	55	45	30	45	45	27	35	25	25	17	15	10	1	3		A
12B	Pole Arm * #	45	45	32	45	35	22	35	27	25	17	20	10	1	2		F
12C	Lucerne Hammer * #	40	35	35	35	25	25	25	30	20	22	35	25	1	3		A
12D	Great Sword *	25	25	45	30	30	40	40	35	40	30	30	25	1	4		A
13A	Halbard * #	25	25	30	25	35	30	45	40	45	35	35	25	1	2		F
14A	Mounted Lance	55	55	40	55	55	37	45	35	35	27	25	20	1	2		F
15A	Pike * #	25	25	22	25	25	17	25	22	25	17	20	10	1	2		F

* Indicates 2-handed weapon.

\# Indicates weapons useable from second rank of melee.

% Indicates flexible weapon.

A + after the number of blows indicates 1- or 2-blow weapons that get an extra blow if the wielder moves at speed 15 instead of 18 like other 1- and 2-blow weapons.

Numbers in parentheses (± N) are points of damage added to or subtracted from the rolled total on the number of dice indicated. When adjusting do not allow total damage to be less than minimum natural roll. 2 (-2) is 2D6 - 2 with a minimum of 2 as the result. So the possible values are 2 to 10 for a weapon doing 2 (-2).

Blows per Phase Table

	Basic numbers of blows per phase					
Speed	1	1+	2	2+	3	4
3”	0	0	0	1	1	1
6”	0	1	1	1	1	2
9”	1	1	2	2	2	3
12”	1	1	2	2	3	4
15”	1	2	2	3	4	5
18” and up	2	2	3	3	4	6

Parrying Table

Length Difference (Def. – Att.)	Parry Chance
-4, or +8	0
-3, or +6 to +7	¼
-2, or +4 to +5	1/3
-1 to +3	½
Ability only	¾

Critical and Fumble Chance

Number to hit	Number to critical	Number to fumble	Number to hit	Number to critical	Number to fumble	Number to hit	Number to critical	Number to fumble
00	00.05	95.05	30	01.55	96.55	60	03.05	98.05
01	00.10	95.10	31	01.60	96.60	61	03.10	98.10
02	00.15	95.15	32	01.65	96.65	62	03.15	98.15
03	00.20	95.20	33	01.70	96.70	63	03.20	98.20
04	00.25	95.25	34	01.75	96.75	64	03.25	98.25
05	00.30	95.30	35	01.80	96.80	65	03.30	98.30
06	00.35	95.35	36	01.85	96.85	66	03.35	98.35
07	00.40	95.40	37	01.90	96.90	67	03.40	98.40
08	00.45	95.45	38	01.95	96.95	68	03.45	98.45
09	00.50	95.50	39	02.00	97.00	69	03.50	98.50
10	00.55	95.55	40	02.05	97.05	70	03.55	98.55
11	00.60	95.60	41	02.10	97.10	71	03.60	98.60
12	00.65	95.65	42	02.15	97.15	72	03.65	98.65
13	00.70	95.70	43	02.20	97.20	73	03.70	98.70
14	00.75	95.75	44	02.25	97.25	74	03.75	98.75
15	00.80	95.80	45	02.30	97.30	75	03.80	98.80
16	00.85	95.85	46	02.35	97.35	76	03.85	98.85
17	00.90	95.90	47	02.40	97.40	77	03.90	98.90
18	00.95	95.95	48	02.45	97.45	78	03.95	98.95
19	01.00	96.00	49	02.50	97.50	79	04.00	99.00
20	01.05	96.05	50	02.55	97.55	80	04.05	99.05
21	01.10	96.10	51	02.60	97.60	81	04.10	99.10
22	01.15	96.15	52	02.65	97.65	82	04.15	99.15
23	01.20	96.20	53	02.70	97.70	83	04.20	99.20
24	01.25	96.25	54	02.75	97.75	84	04.25	99.25
25	01.30	96.30	55	02.80	97.80	85	04.30	99.30
26	01.35	96.35	56	02.85	97.85	86	04.35	99.35
27	01.40	96.40	57	02.90	97.90	87	04.40	99.40
28	01.45	96.45	58	02.95	97.95	88	04.45	99.45
29	01.50	96.50	59	03.00	98.00	89+	04.50	99.50

Fumble Table

Roll 2-12	Natural Body weapons	Artificial Melee Weapons	Archery Weapons
2	Puncturing or cutting weapon caught lose 1-4 blows.	Snag or jar weapon, lose 1-4 blows.	Projector breaks (bow or equivalent). Drop weapon if hand-thrown.
3	Wild blow, reroll vs. others (friendly or enemy) within range.	Trip and fall. Take 1 phase per two armor classes to recover (time cut in half if assisted by others, or not under attack).	Bad release. Archer takes 0-3 points damage.
4	Trip and fall. Take time equal to 2-12 blows with own weapons to recover.	Wild blow, reroll vs. others (friendly or enemy) within range.	Bad release. Shot lands at 0-99% of intended range.
5	Minor break in appendage being used to attack, take 0-3 points damage, appendage not useable for attack for 1-4 phases.	Drop weapon (It takes time equal to 2-12 blows with that weapon to recover it if melee still going on.)	Bowstring or equivalent part breaks.
6	Strain in appendage being used to attack. Will only do ½ damage for next 1-4 blows if it hits.	Break weapon (see Weapon Breakage Table).	Projectile breaks (see Weapon Breakage Table).
7	Lose balance, lose 1 blow.	Lose grip, lose 1 blow.	Wild shot (triple scatter distance, reroll vs. another target in expanded space, if any).
8	Strain in appendage being used to attack. Will only do ½ damage for next 1-4 blows if it hits.	Break weapon (see Weapon Breakage Table).	Projectile breaks (see Weapon Breakage Table).
9	Strike opponent's weapon. Take 1-6 points damage plus any special damage due to opponent's weapon.	Tangle weapons. Hit self with flexible weapon. Both self and opponent lose 1 blow.	Bowstring or equivalent part breaks.
10	Wild blow, reroll vs. others (friendly or enemy) within range.	Wild blow, reroll vs. others (friendly or enemy) within range.	Bad release. Shot lands at 0-99% of intended range.
11	Major break in appendage being used to attack. Take 2-12 points of damage, no further use of appendage until healed.	Disarm self and opponent. Each takes 0-3 points damage.	Bad release. Archer takes 0-3 points damage.
12	Puncturing or cutting weapon caught, lose 1-4 blows.	Snag or jar weapon, lose 1-4 blows.	Drop bow or equivalent, or weapon if hand thrown.

Weapon Breakage Table

Armor	Fragile	Average	Solid
None	60	30	10
Leather	80	50	30
Brigandine	90	60	40
Chain, or parried weapon	100	70	50
Chain-Plate	110	80	60
Plate	120	90	70

Adjustments: Magic Armor or Weapon

Magic bonus	Armor adjustment	Weapon adjustment
+0	+10	-40
+1	+20	-60
+2	+30	-80
+3	+40	-100
+4	+50	-120

Other Adjustments

- Add 1 for each point of strength of weapon wielder.
- Add 10 if a shield or buckler is in use against weapon in question and use the highest magic enchantment of the shield or the armor.
- For parry, use weapon vs. chain armor, adjust for magic of parried weapon as if it were armor, adjust for parrying weapon normally, adjust for strength of opponent (not your own).
- Add 10 for every die of opponents weapon (before strength), when checking for breakage from a parry.

Critical Hit Location Table

Target type	Facing / Roll	2	3	4	5	6	7	8	9	10	11	12
1. Humanoid biped	Front	N	H	S	W	G	L	G	S	U	H	L
	Rear	H	N	N	H	U	U	L	G	G	W	S
2. Tailed Biped	Front	N	H	S	W	G	L	G	S	U	H	T
	Rear	H	N	N	H	U	U	L	T	G	W	S
3. Winged Biped	Front	N	H	F	W/F	G	L	G	S/F	U	H	T/L
	Rear	H	N	N	H	U	F	L	T/G	G	W/F	S/F
4. Headless Biped	Front	W/L	S/U	U	W/U	G	S/L	G	F	U	F	T/F
	Rear	T/G	S/L	T/G	U	U	U	U	F	G	W/L	F
5. Armless Biped	Front	N	H	U	F	G	U	G	F	U	H	T/F
	Rear	H	N	N	H	U	U	F	T/G	U	G	G
6. Multi-Armed Biped	Front	N	L	L	S	G	W	S	H	G	U	T/L
	Rear	L	L	U	G	H	U	N	W	T/G	S	U
7. Quadruped	Front	N	H	H	U	U	G	G	L	L	N	T/L
	Rear	H	N	U	G	U	L	L	G	T/L	T/G	G
8. Winged Quadruped	Front	N	H	H	F	U	G	G	L	L	N	T/L
	Rear	H	N	U	G	F	L	L	G	T/L	T/G	F
9. Long-Necked Quad.	Front	H	H	U	N	U	G	G	L	L	N	T/L
	Rear	H	U	N	G	U	L	L	G	T/L	T/G	G
10. Trunked Quadruped	Front	H	H	W*	U	U	G	G	L	L	N	T
	Rear	H	N	U	G	U	L	L	G	L	T	G
11. Centauroid Quad.	Front	N	H	S	G	U	G	F/L	S	W	H	W
	Rear	W	H	N	G	G	U	L	F/U	T/L	T/G	S
12. Multi-Headed Quad.	Front	F	N	N	G	H	G	F	U	L/U	H	T/F
	Rear	H	N	U	L/U	F	F	G	G	T/F	T/G	H
13. Tentacled Quad.	Front	H	N	H	L/U	G	G	F	U	T	F	T
	Rear	H	T	U	T	L/U	F	F	G	G	G	N
14. Multiped	Front	N	H	H	U	U	G	L	G	G	N	T/L
	Rear	H	N	U	L	U	G	G	L	T/L	T/L	L
15. Winged Multiped	Front	N	H	H	F	U	G	L	G	G	N	T/L
	Rear	H	N	U	L	F	G	G	L	T/L	T/G	F
16. Serpent-like	Front	H	N	H	U	F/U	U	U	U	U	L	L
	Rear	H	N	U	U	F/U	L	L	L	L	T	T
17. Legged Serpent-like	Front	H	N	H	G	U	U	U	U	U	L	L
	Rear	H	N	U	G	U	L	L	L	L	T	T
18. Bird-like	Front	N	H	G	U	G	L	F	F	U	H	T/L
	Rear	G	G	N	H	F	U	L	T/G	F	U	U
19. Ostrich-like	Front	H	N	F	H	G	L	G	U	U	N	T/L
	Rear	N	U	U	H	N	F	L	T/G	G	F	F
20. Bodiless Head	Front	H	H	H	H	H	H	T/H	T/H	F	F	F
	Rear	H	H	H	H	H	H	T/H	T/H	F	F	F
21. Spider-like	Front	L	L	U	U	H	G	U	N	G	G	H
	Rear	N	H	U	L	G	G	U	G	L	L	U
22. Insect-like	Front	L	L	U	U	N	H	F/U	G	G	H	T
	Rear	N	H	U	L	L	G	F/U	G	T	T	U
23. Fish-like	Front	H	H	H	H	U	U	L	L	F	T	T
	Rear	H	U	U	U	L	L	L	F	T	T	T

H = Head S = Shield Arm L = Lower Body N = Neck
G = Leg F = Fin or Wing W = Weapon Arm U = Upper Body
T = Tail or Tentacle W* = Trunk as weapon

Critical Hit Effects: Impact or Slashing Weapons

LOCATION	Low severity (1,2,3)	Medium severity (4,5)	High severity (6+)
Head (H)	×2 damage, 10% KO. Lose all actions for 1-4 phases.	×2 damage (x4 if no helmet). 20% KO. 1/6 eye hit from front, if so 20% IK. Lose all actions for 1-4 phases.	×3 damage (×6 if no helmet). 30% KO. 1/6 eye hit from front, if so 30% IK. No actions for 1-4 phases.
Neck (N)	×2 damage (A), 10% KO. 10% beheaded (IK) if slashing weapon, otherwise broken[1]. Cannot talk until 50% healed.	×3 damage (B), 20% beheaded (IK) or neck broken[1]. No talking until healed.	×4 damage (C). Needs healing ×2. 30% beheaded (IK) or neck broken[1].
Weapon Arm (W)	Weapon lost, 1 point damage.	Normal damage, weapon lost. 1/3 hand broken, if so ×2 damage (A).	×3 damage (C). Weapon lost, hand broken.
Shield Arm[1] (S)	Normal damage. Shield broken unless more magical than weapon.	×2 damage, 10% KO. Shield broken unless more magical than weapon.	×3 damage 10% IK. 50% arm broken, if so needs ×2 healing. Shield broken.
Leg (G) L = # of legs.	Normal damage. 1/6 leg broken, if so ×2 damage. Lose 1 blow per weapon. 1/L chance of being knocked down.	Normal damage. 1/3 leg broken, if so ×2 damage (A). 2/L chance of being knocked down. Lose 2 blows per weapon.	Normal damage. 1/3 leg broken, if so ×3 damage (C). 2/L chance of being knocked down. Lose 3 blows per weapon.
Upper Body (U)	×1.5 damage, 5% IK.	×2 damage (C), 10% IK. Needs healing ×3.	Normal damage. Spine Hit.[2]
Lower Body (L)	×2 damage (A), 10% KO	×2 damage. Groin Hit: lose all blows and parries next 1-4 phases.	×3 damage (C), 20% KO.
Fin or Wing (F)	×1.5 damage. 1/6 chance wing broken, if so ×3 damage, no flying until healed.	×2 damage. 1/3 chance wing broken, if so ×3 damage, no flying until healed.	×2 damage, 1/3 wing destroyed, if so ×4 damage, no flying until healed. (×10 healing if destroyed)
Tail or Tentacle (T)	×1.5 damage.	×2 damage (A).	×3 damage (B). Tail broken.

Critical Hit Effects: Archery or Stabbing Weapons

LOCATION	Low severity (1,2,3)	Medium severity (4,5)	High severity (6+)
Head (H)	×1.5 damage (×2 if no helmet) 5% IK, 10% KO.	×2 damage (×4 if no helmet) 10% IK, 20% KO.	×3 damage (×6 if no helmet), 20% IK, (A). Eye hit if front, 30% IK.
Neck (N)	×2 damage (A), 10% KO. If hit from front, no talking until 50% healed.	×3 damage (B), 15% KO, 5% IK.	×4 damage (C), needs healing ×2. 25% KO, 10% IK.
Weapon Arm (W)	Normal damage (A). Weapon lost.	Normal damage (B), (D). Weapon lost.	×2 damage, (C), (D). Weapon lost.
Shield Arm (S)	×1.5 damage (A). Shield punctured.	×2 damage (B), (D). Shield punctured.	×3 damage (B), (D). Shield punctured.
Leg (G)	×2 damage (A).	×3 damage, (B), (D). 10% KO.	×4 damage, (C), (D). Needs healing ×2. 15% KO.
Upper Body (U)	×2 damage. 10% IK.	×3 damage (C). 15% IK. Needs healing ×3.	×4 damage (C). 20% IK. Needs healing ×3.
Lower Body (L)	×2 damage (B). 10% KO.	×2 damage (C). 20% KO.	×3 damage (C). 20% KO. Needs healing ×2.
Fin or Wing (F)	×1.5 damage.	×2 damage. No flying until damaging object is removed.	×3 damage. No flying until healed.
Tail or Tentacle (T)	×1.5 damage.	×2 damage (D).	×3 damage (B), (D). Limb not useable as weapon until healed.

(A): Bleed 1 per turn until healing begun.
(B): Bleed 1 per turn until healing complete.
(C): Bleed 1 per phase until healing begun.
(D): Limb is not useable for 1-4 phases.
KO: Knock out for N x (1-10) turns where N is the damage multiplier of the critical.
IK: Instant Kill, take damage equal to 100% of death level.
[1] If no shield, ½ become weapon arm hits, ½ upper body hits.
[2] Spine 1-100% damaged. 81+% is IK. Each 80%/L is loss of use of 1 limb (L) until healed. Needs healing ×10.

Fighter Abilities Table

Name/Description	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Melee weapon attack	+1	+2		+3	Extra Blow	Critical +
Melee weapon defense	+1		+2		+3	Parry Bonus
Archery weapon accuracy	+5%		+10%		+15%	Critical +
Thrown weapon accuracy	+5%	+10%		+15%		Critical +
Shield defense	+1		+2		+3	
Buckler defense	+1		+2		+3	
Horse Knowledge	+IW%	+2IW%	+3IW%			
Tracking	+IW%		+2IW%		+3IW%	
Plant Knowledge	+2I%	+3I%	+4I%			
Animal Knowledge	+2I%	+3I%	+4I%			
Terrain Knowledge	+2I%	+3I%	+4I%			
Identify Spoor	+2I%	+3I%	+4I%			
Riding (per beast type)	+AD%	+2AD%	+3AD%			
Running (no melee)	+1"/phase	+2"/phase	+3"/phase			
Swimming	1/8 carry	1/6 carry		¼ carry		
Climbing	+SA%	+2SA%		+3SA%		
Force Melee	+S%	+2S%	+3S%	+4S%		
2-Handed weapon sweep	-4		-3		-2	-1
Shield Parry		2nd weapon		Extra Parry		1st weapon
Buckler Parry		2nd weapon		Extra Parry		1st weapon
Melee weapon Parry Bonus		+10%		±1 length		Extra Parry
Melee weapon Draw		Lose 0-3				
Melee weapon Tricks			Basic	+1	+2	+3
Double weapon Combination			-3	-2	-1	-0
Weapon pickup				Lose 2-8		

S: Strength SA: Strength plus Agility AD: Agility plus Dexterity
I: Intelligence IW: Intelligence plus Wisdom

Modifiers for Character Type

Dwarfs: 5% bonus with thrown weapons. 20% bonus in Tracking, Plant Knowledge, Animal Knowledge and Terrain Knowledge in situations directly involving mountains and caverns.

Elves: 5% bonus with bows (except Heavy Crossbow and larger). 20% bonus in Tracking, Plant Knowledge, Animal Knowledge and Terrain Knowledge in situations directly involving forests.

Rangers: 20% bonus in Tracking, Plant Knowledge, Animal Knowledge and Terrain Knowledge for any 2 chosen terrain types.

Paladins & Cavaliers have a 20% bonus in Horse Knowledge and Riding (medium or heavy warhorse, by preference).

Fighter Abilities

Fighters, as they gain levels, may take fighter abilities. Those available are shown in the Fighter Abilities Table. In most cases, the abilities on the Fighter Abilities Table have simple, obvious effects and prerequisites. Anything that has a + with a number indicates that the ability adds that amount. A - sign indicates that the amount is subtracted. Except as noted below, all abilities must be taken in order, from left to right on the line listed. These abilities may not be replaced or altered as the character changes levels. Only new abilities may be added. In cases where the character has lost levels, due to magical or clerical effects of any kind, the abilities are regained as the character regains levels.

Melee Weapon Attack: This ability is taken separately for each melee weapon, such as broadsword or dagger. The abilities with + signs indicate that this is a bonus to the character's Attack level. Extra Blow gives the character an extra blow per phase with that melee weapon after adjustments due to speed are taken into account, but before the doubling effect of a Haste spell or the halving effect of a Slow spell. The Critical + ability does one of (selected by the fighter before the roll) +1 to the die roll for determining the severity of a critical hit or -1 from the 2-12 roll for Critical Hit Location. If -1 from the hit location roll is chosen, he then may choose between the adjusted hit location result (that is, the hit location determined by subtracting 1 from the hit location roll) or the unadjusted hit location result. Note that Extra Blow is not a prerequisite for Critical.

Melee Weapon Defense: The basic abilities add to the Defense level of the character when fighting against any weapon that the character could parry with a 50% or better chance of success. The 6th level Parry Bonus ability is the same as the Thievish Parry Bonus, adding to the base chance to parry by one parry step.

Archery Weapon Accuracy: Adds the stated percentage to the character's chance to hit with a specific bow or other propelled archery device. The critical + with

archery weapons works the same way as the critical + for melee weapons.

Thrown Weapon Accuracy: Adds the stated percentage to the character's chance to hit with a specific hand-thrown weapon, including sling or staff sling. The critical + with thrown weapons works the same way as the critical + for melee weapons.

Shield Defense: Adds the stated amount to the Defense level of the character when the shield faces any given opponent that the character perceives.

Buckler Defense: As Shield Defense, but applies only to the use of bucklers.

Horse Knowledge: Character adds the stated bonus to any chance of knowing or perceiving information about horses. The referee in each situation determines the basic chance. The chance should start out high for basic information ("That horseshoe is coming off!") and low for esoteric or unlikely information ("That horse's cough indicates that it has been exposed to beriberi!").

Tracking: Adds the stated percentage to the character's chance to successfully track any being or creature. The basic chance is determined by the referee to suit circumstances.

Plant Knowledge: As Horse Knowledge, but applies to all forms of plant life. Totally alien forms should have very low base chances for correct judgements.

Animal Knowledge: As Plant Knowledge.

Terrain Knowledge: Per basic type of terrain: Forest, Mountain, Desert, Cavern, etc. Adds the stated percentage to the character's basic chance to know or perceive things in given terrain. May (at referee discretion) add to character's chance to avoid surprise, entanglement, etc. due to things that are terrain determined.

Identify Spoor: Adds the stated percentage to a character's chance of identifying just what left traces in passing. The base chance should be high for familiar creatures, low for unusual ones.

Riding: Adds the calculated percentage to the character's chance of successfully performing difficult riding maneuvers on the type of beast trained with (Horse, Camel, Hippogriff, Killer Whale, etc.).

Running: Adds the stated amount of movement to the character's running, non-melee motion. The ability may not be used when burdened at greater than ¼ maximum carrying capacity.

Swimming: Allows the character to swim at a speed not to exceed ¼ the walking speed of the character under similar burdens. Referee adjustments due to rough water may occur.

Force Melee: Adds the calculated percentage to the character's chance to [1] insert himself into an existing melee between two or more other beings; [2] prevent another being from escaping melee once joined; [3] interpose himself between a pursuing being and another trying to escape. Creatures with a long reach, or high movement rate, or other advantages may be given an increased chance of success in a force melee situation even if they do not possess the ability

2-Handed Weapon Sweep: Allows the use of any 2-handed weapon to attack an area, rather than a single opponent, if two or more are within melee range. All of the opponents must be in a 120-degree arc. An attack is rolled against the first opponent. If the roll indicates a miss, or a successful hit that does enough damage to kill the target outright in a single blow, an attack is also rolled against another target within range, until all are missed or one is hit for less than lethal damage. Second and subsequent targets are harder to hit: reduce the chance to ½. The adjustment listed is to the character's Attack level with that weapon when sweeping. The overall attack level includes the attack + ability. Prerequisite: Melee weapon attack +2 with chosen weapon.

Shield Parry: Allows the use of a shield as a parrying weapon, length 6 for parry calculations, instead of an offensive blow, or as if being used as a second weapon. The 3rd level ability gives the parry a success chance as if the shield were a second weapon, the 6th level ability as if it were a first weapon.

Buckler Parry: As Shield Parry, but length 3.

Melee Weapon Parry bonus: As stated in *Melee Weapon Defense*, where the 4th level ability extends the range of each parry class by 1 length in both directions.

Melee Weapon Draw: Lose 0-3 blows instead of 1-4.

Melee Weapon Tricks: Allows the character to use special melee maneuvers with a specific weapon type.

Feint: Roll to hit, with the chance to hit not reduced by the parry. If a hit is scored, the feint is successful (no damage is done). For the <u>next</u> blow, the target effectively has no parry and has only half his non-magical defense levels for the purpose of determining the number needed to hit him.

Tangle: If a hit is scored, both weapons are locked up for 1-4 of the victim's blows with his weapon. The length of the two weapons must be within the attacker's 50% parry range.

Disarm: A hit does no damage. The victim must save on Physical Saving Throw table or lose weapon. The attacker adjusts by -1 attack level for each weapon length that the attacker's weapon is shorter than defender's weapon.

Trip: Length 5+ weapons may strike to trip. The victim saves vs. Entanglement, and on failure, is affected for 1 phase from time of Trip only. During this time the target loses all blows and has his non-magical defense halved. If the tripper leaves melee with trippee, only ½ phase is lost.

Double Weapon Combination: Allows the character to reduce the double-weapon loss of attack levels for a specific pair of weapons permitted by the double-weapon rules. The overall attack level is determined by the separate abilities taken for the two weapons, if different, as adjusted by this ability.

Weapon Pickup: This allows a fighter to reduce the number of blows required to pick up a weapon dropped because of a drop weapon fumble from 2-12 blows to 2-8 blows. A prerequisite for this ability is at least one level of the Force Melee fighter ability. When a fighter is using this pickup ability, the referee needs to check where the weapon is to see if the number of blows reduction is appropriate.

Fighting Schools

Fighting schools are where a fighter can receive special training in abilities the average fighter is not able to learn otherwise. These always confer some benefits over a normal fighter, but also put restrictions on the fighter designed to offset the extra abilities.

Each fighting school must be "hosted" in a particular Game Master's domain and must be located by a player character in order for them to join the school. Nothing prevents multiple Game Masters from having the same fighting schools; it can even bring on a rivalry between students of each school.

Note that some schools may not be available to an applicant until they have gone up several levels; due to money needed for enrollment, an appropriate weapon to offer the school, or just not finding it until later in the character's life. In these cases it is permissible for abilities that are not allowed by the fighting school to be dropped and other abilities that are legal to be used as replacements. This is the only case where a current ability can be changed for a fighter.

It generally costs money to belong to the specialized fighter schools. Here is an example of the standard costs:

Entry Fee [1]	2000 Gold
Annual Fee	1000 Gold
1st Level Abilities	500 Gold
2nd Level Abilities	1000 Gold
3rd Level Abilities	1500 Gold
4th Level Abilities	3000 Gold
5th Level Abilities	4500 Gold
6th Level Abilities	6000 Gold

Several Fighter Schools require their members to turn in unusual weapons that come to them. These schools may also furnish a magical weapon to a Lord-level member. This is an attempt to quantify the value of these weapons and the credit that a Fighter may accumulate with his school for turning things in.

When a Fighter turns in a weapon, the referee in charge of the school should figure it's value on the chart below and credit the character with the appropriate points. Only weapons of interest to that particular school are worth points, and only weapons worth at least ½ the character's level score points. For example, a 9th level character would not get credit for a 4-point weapon, although it would still have to be turned in.

Some schools will give a weapon to a Lord-level character. The referee in charge of the school should judge the value of the weapon by the points accumulated. For example, the gift could be equal to the banked points (although ½ of the points would be more likely), or equal to the most valuable item turned in, or some other rule.

Points	Enchantment
1	Unusual non-magical weapon
1	+0
3	+1
4	+2
5	+3
6	+4
IQ/3	Intelligent weapon
-1	Ego ≥ Intelligence
1	Per Active Power (not Detects) or Purpose
2	Two or more abilities in a non-intelligent weapon

[1] Can be deferred until the fighter can afford it

School of the Blade Masters

No Cavaliers, Warrior Priests, Rangers, or Clerical types are allowed in the Blade Masters School. This school views swords in an almost religious manner. This leads them to have certain rituals about the care and maintenance of swords. This is what the Ritual Sword Care abilities are.

Restrictions: No weapon abilities other than swords may be taken and 2-handed swords are not allowed. The Ritual Sword Care abilities are prerequisites for all abilities. For example: 1st level Ritual Sword Care must be taken before any 1st level abilities can be taken, 2nd before any other 2nd level abilities, and so on. Until a member reaches 9th level, all weapons that are of superior quality or magical must be turned over to the school. After 9th level, if the character has a magical primary weapon, and 2 magical backups, all additional weapons that character acquires must be given to the school.

Advantages: If a really good weapon is given to the school before the character reaches 9th level, there is a chance that at 9th level it - or a similarly powerful sword - will be given to the character.

Name/Description	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Sword attack	+1	+2		+3	Extra Blow	Critical +
Sword defense	+1		+2		+3	Parry Bonus
Shield defense	+1		+2		+3	
Buckler defense	+1		+2		+3	
Horse Knowledge	+IW%	+2IW%	+3IW%			
Tracking	+IW%		+2IW%		+3IW%	
Plant Knowledge	+2I%	+3I%	+4I%			
Animal Knowledge	+2I%	+3I%	+4I%			
Terrain Knowledge	+2I%	+3I%	+4I%			
Identify Spoor	+2I%	+3I%	+4I%			
Riding (per beast type)	+AD%	+2AD%	+3AD%			
Running (no melee)	+1"/phase	+2"/phase	+3"/phase			
Swimming	1/8 carry	1/6 carry		¼ carry		
Climbing	+SA%	+2SA%		+3SA%		
Force Melee	+S%	+2S%	+3S%	+4S%		
2-Handed weapon sweep	-4		-3		-2	-1
Shield Parry		2nd weapon		Extra Parry		1st weapon
Buckler Parry		2nd weapon		Extra Parry		1st weapon
Melee weapon Parry Bonus		+10%		±1 length		Extra Parry
Melee weapon Draw		Lose 0-3				
Melee weapon Tricks			Basic	+1	+2	+3
Double weapon Combination			-3	-2	-1	-0
Weapon pickup				Lose 2-8		
Ritual Sword Care	1st	2nd	3rd	All		
Extra Att. Levels with 1 Sword			+1	+2	Ex. Att & Bl	+3
Extra Def. Levels with 1 Sword				+1	+2	+3
Sword Knowledge	Beginning	Intermediate	Advanced	Expert	Super Expert	Sword Geek
Specific Sword Knowledge	1	2	3	4	5	6
Sword Crafting	Basic	+I%	+2I%	+3I%	+4I%	Superior

S: Strength SA: Strength plus Agility AD: Agility plus Dexterity
I: Intelligence IW: Intelligence plus Wisdom

Ability Descriptions

Extra Attack Levels with 1 Sword: This ability will stack with the normal weapon attack ability. You must have the Extra Attack Levels and Extra Blow at 5th in order to use this ability while using the Extra Blow ability.

Ritual Sword Care: Each level adds an additional 5% to breakage saving throws for all swords the character uses. This is required for all other abilities of the same level(s).

Sword Knowledge: This allows a character to recognize the workmanship of swords and to some extent the level of the enchantment. The 1st level gives a 75% chance of spotting a magic or superior quality sword. The 2nd level gives a 90% chance and IW% chance of recognizing a particular trait of the sword. The 3rd level is 95% and 2IW%. The 4th level allows the character to tell IQ/Ego weapons from non-intelligent ones, etc. All these require time from 1 minute to hours. Superior quality is easiest and particular traits are hardest.

Specific Sword Knowledge: This gives a character specific knowledge about a legendary sword having to do with it's characteristics and potential clues as to it's whereabouts. Each level taken increases this knowledge. Note that a quest may be required for this knowledge.

Sword Crafting: This gives the character the ability, with proper equipment, to make swords. The final ability allows the making of superior quality swords.

The Berserker Fighting School

The Berserkers are not a single school, but a style of fighting taught (or at least employed) in many different places. The Berserker abilities completely replace the normal set of Fighter Abilities. In addition, a Berserker must armor himself or herself so as to maximize the expected damage per Phase. Generally this means maximum number of blows. It may mean double 1-handed weapons instead of 1 weapon and a shield.

The Berserker works himself into an emotional frenzy to fight with greater ferocity and effectiveness. This process is somewhat controllable, but not completely. To initiate or cease Berserking, check the Berserk Status table on page 23. A berserk character will use all of the "Berserk" Fighter Abilities he or she knows and will continue fighting until unconscious, dead, or not berserk, whichever comes first.

He or she may not parry, use archery, cast spells, or activate most magic items (except personal ones, like a healing item, that improve fighting or stamina). He or she may use hand-thrown weaponry and offensive magic items (but beware, a Berserk character may include allies in spells to damages enemies). To choose a melee or archery/magic target, roll on the Berserk Target Selection table on page 23. A Berserk character is immune to *Confusion* (4M).

Berserker Abilities

Berserk Attack/Defense: A Berserk character gains the listed attack levels and loses the listed defense levels. These stack with all other abilities.

Berserk Strength: A Berserk character gains the listed Strength. This is non-magical Strength, similar to Paladin Strength, and will stack with any magical additions, but not magical multipliers. It will also change any Strength-based saving throws for the character.

Berserk Painlessness: A Berserk character remains conscious for the listed number of hit points past normal unconsciousness level. The death level is unchanged.

Berserk Control: A character rolling on either the Berserk Status or the Berserk Target Selection tables may modify the die roll by plus or minus the indicated amount, chosen ***before*** the roll.

Berserk Resist Mental: The indicated amount is added to the Berserk character's Saving Throw vs. Charm, Control, Sleep, and Fear. Note that this **does** add to characteristic-based saving throws, unlike Protection spells.

Berserker Fighter Abilities Table

Name/Description	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Melee weapon attack	+1	+2		+3	Extra Blow	Critical +
Archery weapon accuracy	+5%		+10%		+15%	Critical +
Thrown weapon accuracy	+5%	+10%		+15%		Critical +
Horse Knowledge	+IW%	+2IW%	+3IW%			
Tracking	+IW%		+2IW%		+3IW%	
Plant Knowledge	+2I%	+3I%	+4I%			
Animal Knowledge	+2I%	+3I%	+4I%			
Terrain Knowledge	+2I%	+3I%	+4I%			
Identify Spoor	+2I%	+3I%	+4I%			
Riding (per beast type)	+AD%	+2AD%	+3AD%			
Running (no melee)	+1"/phase	+2"/phase	+3"/phase			
Swimming	1/8 carry	1/6 carry		¼ carry		
Climbing	+SA%	+2SA%		+3SA%		
Force Melee	+S%	+2S%	+3S%	+4S%		
2-Handed weapon sweep	-4		-3		-2	-1
Melee weapon Draw		Lose 0-3				
Melee weapon Tricks			Basic	+1	+2	+3
Double weapon Combination			-3	-2	-1	-0
Weapon pickup				Lose 2-8		
Berserk Attack/Defense			±1	±2		±3
Berserk Strength	+2		+4		+50%	
Berserk Painlessness		+5		+10		+15
Berserk Control		±1	±2			±3
Berserk Resist Mental	+5%	+10%	+15%		+20%	

S: Strength SA: Strength plus Agility AD: Agility plus Dexterity
I: Intelligence IW: Intelligence plus Wisdom

Berserk Status

2D6	Result
2-7	Not Berserk
8-12	Berserk

Modifiers

+1 ½ damaged or more
+2 Over unconscious level
+1 Damaged from unexpected direction
± Berserk Control Ability

Berserk Target Selection

2D6	Result
2-7	Target of Choice
8-12	Attack nearest moving body

Modifiers

+1 ½ damaged or more
+2 Over unconscious level
+1 Damaged from unexpected direction
± Berserk Control Ability
-1 Allies & Enemies clearly different
+1 Allies & Enemies very intermixed
± Situational modifiers (referee)

When to Check to Go Berserk

- Only check at the start of Melee Phase
- By player choice on any Phase
- When outnumbered or outgunned (referee discretion)
- When any positive modifier applies

When to Check to Cease Berserking

- Only check at the start of Melee Phase
- By player choice on any phase
- When the character is over unconscious level via painlessness

When to Check Target Choice

- When a new melee target is needed
- When several melee targets are possible

Note: Overseeing a Berserker combat requires some referee insight. In general, a Berserk character is all offense and no defense, and acts with impaired judgement and tunnel vision. One-on-one, though, the character is very effective.

Three Sword School Fighter Abilities

- Basic Sword Knowledge is a Prerequisite for all 2nd level or higher abilities with a *.
- Advanced Sword Knowledge is a Prerequisite for all 3rd level or higher abilities with a *.
- Expert Sword Knowledge is a Prerequisite for all 5th level or higher abilities with a *.
- Master Sword Knowledge is a Prerequisite for all 6th level or higher abilities with a *.

Name/Description	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Sword Attack (Specific Sword) *	+1	+2	+3	+4	Extra Blow	Critical +
Sword Defense (Specific Sword) *	+1	+2		+3	+4	
Archery Weapon Accuracy	+5%		+10%		+15%	Critical +
Horse Knowledge	+IW%	+2IW%	+3IW%			
Tracking	+IW%		+2IW%		+3IW%	
Plant Knowledge	+2I%	+3I%	+4I%			
Terrain Knowledge	+2I%	+3I%	+4I%			
Animal Knowledge	+2I%	+3I%	+4I%			
Identify Spoor	+2I%	+3I%	+4I%			
Riding	+AD%	+2AD%	+3AD%			
Running	+1"/phase	+2"/phase	+3"/phase			
Swimming	1/8 carry	1/6 carry		¼ carry		
Climbing	+SA%	+2SA%		+3SA%		
Force Melee	+S%	+2S%	+3S%	+4S%		
Disengage *		+AD%		+2AD%		+3AD%
Sweep	-4		-3		-2	-1
Sword Parry Bonus *	+10%		±1 Length		Extra Parry	Bonus
Sword Draw		Lose 0-3				
Sword Tricks			Basic	+1	+2	+3
Double Short Sword Combination *		-3	-2	-1	-0	
Short Sword/Katana Combination *		-3	-2	-1	-0	
Sword Pickup (Specific Sword)				Lose 2-8		
Push Attack (Specific Sword) *	+1a / -3d	+1a / -2d	+2a / -4d	+2a / -3d	+3a / -5d	+3a / -4d
Draw and Strike (Specific Sword) *	-10 Att.		-6 Att.		-2 Att.	
Parry and Strike (Specific Sword) *	-1 Cl/-5 At/1 Bl	-10%/-5 At/1 Bl	-1 Cl/-5 At/2 Bl	-10%/-5 At/2 Bl	-1 Cl/-5 At/3 Bl	-10%/-5 At/3 Bl
Throw Short Sword *	Basic		+5%		+10%	+15%
Sword Knowledge	Basic		Advanced		Expert	Master

S: Strength SA: Strength plus Agility AD: Agility plus Dexterity
I: Intelligence IW: Intelligence plus Wisdom

School of the Three Swords

This school teaches the use of the three swords:

- Small Sword (Short Sword)
- Court Sword (Katana)
- Battle Brand (2-Handed Sword)

These are the swords used by Gentlemen. Use of other melee weapons is prohibited. The school disapproves of any other organization that claims to know the proper use of swords (e.g. The Blade Masters, Swashbucklers and 1000 Oranges). You can take no abilities in any other hand-to-hand weapon. The effete practice of using shields and bucklers is permitted, but not encouraged. Archery weapons are allowed and daggers may be carried as backup weapons. When the character joins the school they will be given a Katana for use on expeditions. Additional katanas may be purchased, for student use only, from the School Armory. The school requires that they be willed any swords possessed by the student upon the student's demise. If possible a member must go at Speed 15 wearing an armor heavier than Leather.

Prerequisites:

- Strength, Agility and Dexterity of 10 or better.
- Intelligence and Wisdom of 8 or better.
- Only humanoid characters that receive Fighter abilities and that can use swords are allowed (sorry no WPs allowed). Cavaliers may join the school, but cannot take any flexible levels and are limited to the 3 swords. They will be allowed to take abilities in Katana and Short Sword.

Potions: Students will receive 1 healing potion per adventure. A student may advertise for an Alchemist through the school at a cost of 1K, but with an improved chance (10%). Instead of establishing their own lab, a student may use space in the school's lab. This will cost 1/6 of the potions produced, either in gold or in potions.

Raises: Each student will receive 5 free raises from the school. Additional raises are available at a cost of 20K.

Duels: When a student encounters, for the first time, a member of one of the false schools of weaponry, they are required to issue a Challenge to a duel (usually to First Blood). Challenges must be issued to the following perfidious schools:

- School of 1,000 Oranges (The Fruits)
- Blade Masters (The Barbers)
- Swashbucklers (The Showoffs)

Allies: A student is bound to come to the aid of any member of an allied school. Our allied schools are:

- School of the Staff
- Hall of the Hunters
- Brotherhood of the Axe

Tuition: A student must pay a tuition of 10K to join the school and pay 2K for each level gained. If a student wishes a loan, they must tithe 10% of their earnings until they have paid back 15K to join and 3K per level. A student may pay off the loan (in full) at any time.

Swords: Until a member reaches 9th level all School type swords of superior or magical qualities must be turned over to the school. In addition, after 9th level any swords not being used must be turned over to the school; the character may keep 2 backups of his primary weapon(s).

Other Organizations: Students will give their first allegiance to the Three Swords School, but may join other organizations that do not disagree with the tenants of the school.

Points for Swords: For IQ/EGO swords, calculate the point value the same way as for calculating the value of the sword for control purposes. If a non-intelligent sword has both Attack and Damage bonuses: add the points for the two bonuses and then add 2. If swords have unusual or special powers see the Master of the Three Swords School for a ruling. Otherwise use this table:

Weapon Type	Points
+0 S. Swords and Katanas	1
+0 2-H. Swords, +1 Att. S. Swords & Katanas	2
+1 Damage Swords, +1 Att. 2-H. Swords	3
+2 Damage Swords, +2 Att. S. Swords & Katanas	4
+3 Damage Swords, +3 Att. S. Swords & Katanas	5
+2 Att. 2-H. Swords	5
+3 Attack 2-H. Swords	6

Ability Descriptions

Note**:** Any ability taken with Katana applies to using the Katana either one-handed or two-handed. The sweep ability applies to using either two-handed weapon.

Sword Attack: Listed Attack bonus with a specific type of allowable sword.

Sword Defense: Listed Defense bonus with a specific type of allowable sword. For Short Sword Defense the attacking weapon must be of length 8 or less (includes Small or Medium Monster Weapons). For Katana Defense the attacking weapon must be of a length 2 through 11 (includes Small, Medium and Large Monster Weapons). For 2-Handed Sword defense the weapon must be of length 6 or more (includes Large Monster Weapons).

Disengage: Gives listed chance of disengaging from a single opponent without giving any free blows to your opponent. Must be compared with opponents' Force Melee roll. Will cost 1 blow if you try the maneuver and you fail. If successful, the original opponent will be unable to take blows on you that phase. Must be done during movement phase and will cost 2" of your total movement allowance.

Sword Parry Bonus: The 1st level ability adds 10% to your chance to parry. The 3rd level ability extends the range of the parry class by 1 length in each direction. The 5th level Extra parry adds one to the normal number of parries available. The 6th level Bonus will add to the base chance to parry by one step. The 6th level ability will not stack with the 1st level ability. The step beyond 50% is 75%.

Push Attack: This ability lets the character increase his attack level, with one of the sword types, by paying less attention to his own defense. The 1st level ability allows an increase of +1 attack, with a decrease of 3 defense levels. The higher level abilities work similarly, with the listed adjustments to attack and defense levels. This ability must be taken separately for each sword type.

Draw and Strike: This ability allows a character to draw a specific sword type and convert the last blow that would have been lost to a less effective blow. Adjust the attack level of this blow by the listed amount. This ability will stack with the Draw weapon ability and with the Sword Attack ability, but not the Push Attack ability.

Parry and Strike: This ability allows a character to use a normal parry as a less effective parry and a less effective blow. The 1st level ability lowers the parry chance by 1 class and the attack level of the blow by -5. It can be used for 1 parry per phase. Any other blows and/or parries that phase are unaffected. The 2nd level ability lowers the parry chance by 10% and the attack level of the blow by -5. It can be used for 1 blow per phase. The 3rd and 4th level abilities work the same, except they can be used for 2 parries per phase. The 5th and 6th level abilities can be used for 3 parries per phase. This ability cannot be used with any blow/parry that is a result of an Extra Blow or Extra Parry ability. This ability must be taken with a specific sword type. This ability may not be used if the character is using double weapons. This ability may not be used at the same time as the Push Attack ability. If -10% is worse than -1 class, use -1 class.

Throw Short Sword: The 1st level ability allows the character to throw a short sword. The higher level abilities add to the percentage chance to hit.

Sword Knowledge: This is the essential ability of the 3 Swords School; it allows the character to recognize the quality of workmanship of swords and to some extent the level of their enchantment. The Basic ability gives a 50% chance of recognizing an enchanted sword upon examination and will allow him/her to spot weapons of superior quality. The Advanced ability gives a 75% chance

of spotting an enchanted sword and an IW% chance of identifying the enchantment (this may be modified by the Game Master for subtle or hidden qualities of the enchantment). The Expert ability increases the spotting chances to 90% and 2IW%. The Master ability gives the character the ability to spot IQ/EGO weapons 75% of the time without picking up the weapon; it also allows a 75% chance of determining the alignment of the weapon. These abilities take at least 5 minutes of examination time. If the time is limited, adjust the % chances in proportion. This time may be modified by the Game Master for subtle, secondary, or hidden qualities of the enchantment.

Order of the Staff

No abilities higher than 3rd can be taken with other melee weapons; otherwise the rest of the ability list is the same. Must be at least Dexterity 12 and Agility 12 to join this school. No Dwarves, Hobbits, Centaurs, etc.

Name/Description	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Melee weapon attack	+1	+2				
Melee weapon defense	+1		+2			
Archery weapon accuracy	+5%		+10%		+15%	Critical +
Thrown weapon accuracy	+5%	+10%		+15%		Critical +
Shield defense	+1		+2		+3	
Buckler defense	+1		+2		+3	
Horse Knowledge	+IW%	+2IW%	+3IW%			
Tracking	+IW%		+2IW%		+3IW%	
Plant Knowledge	+2I%	+3I%	+4I%			
Animal Knowledge	+2I%	+3I%	+4I%			
Terrain Knowledge	+2I%	+3I%	+4I%			
Identify Spoor	+2I%	+3I%	+4I%			
Riding (per beast type)	+AD%	+2AD%	+3AD%			
Running (no melee)	+1"/phase	+2"/phase	+3"/phase			
Swimming	1/8 carry	1/6 carry		¼ carry		
Climbing	+SA%	+2SA%		+3SA%		
Force Melee	+S%	+2S%	+3S%	+4S%		
2-Handed weapon sweep	-4		-3			
Shield Parry		2nd weapon		Extra Parry		1st weapon
Buckler Parry		2nd weapon		Extra Parry		1st weapon
Melee weapon Parry Bonus		+10%				
Melee weapon Draw		Lose 0-3				
Melee weapon Tricks			Basic			
Double weapon Combination			-3			
Quarterstaff	+2	+3	+4	Extra Blow	Critical +	Critical ±2
Quarterstaff Defense	+1	+2	+3	+4	±1	±2
Long Grip	+1	+2	+3	Extra Blow	+4	Critical +
Long Grip Defense	+1		+2		+3	
Gripping		+5% Save		+10% Save		+15% Save
Staff Weapon Tricks		Basic	+1	+2	+3	+4 / -5% Save
Staff Parry Bonus		+10%	Thievish	±1 Length		
Jumping & Leaping	+Av. DA%	+2Av. DA%	+3Av. DA%	+4Av. DA%		
Knock Out	x3	x4	x5	x6	x7	x8
Move Silently *	+20%	+30%	+40%	+50%	+60%	+70%
Skulking	+25%	+40%	+55%	+70%	+85%	Freeze

S: Strength SA: Strength plus Agility AD: Agility plus Dexterity
I: Intelligence IW: Intelligence plus Wisdom

Ability Descriptions

Gripping: This ability adds the listed percentage to the character's *Physical* saving throw when a check is needed to see if a weapon is lost.

Jumping and Leaping: As the thievish skill. Note: Must be wearing Leather armor or less.

Knockout: This ability allows the damage multipliers in situations similar to the thievish *Sure Strike*, but the damage is ½ stun damage and any criticals have 2x the KO chance and ½ the IK chance shown in the *Critical Table*.

Long Grip: This allows the wielder to use the weapon more like a 2-handed sword. Only the *Gripping* ability stacks with Long Grip. Using this ability the quarterstaff is a 2-blow weapon, doing 2D6, and having weapon bases like a *Tetsubo*.

Move Silently: This reduces the chance of being heard while moving by the percentage listed. Note: Must be wearing Leather armor or less.

Skulking: This reduces the chance of being seen while moving by the percentage listed. Note: Must be wearing Leather armor or less.

School of the Demon Hounds

Name/Description	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Attack vs. Demons		+1		+2		+3
Shield Defense vs. Demons		+1		+2	+3	
Weapon Defense vs. Demons		+1		+2	+3	
General Demon Knowledge	Basic		Extended	+3I%	+4I%	+5I%
Specific Demon Knowledge	+1		+2		+3	+4
Soul Drain Bonus	+5%		+10%		+15%	
General Demon Resistance			+5%		+10%	
Specific Demon Resistance		+5% Save		+10% Save		-1 per Die

All normal fighter abilities are also available. See the Fighter Abilities Table on page 18

S: Strength SA: Strength plus Agility AD: Agility plus Dexterity
I: Intelligence IW: Intelligence plus Wisdom

To be a member of the Demon Hound School you must have a Fear saving throw of 49% or better (Strength + Wisdom ≥ 25), and a Soul Drain saving throw of 58% or better (Strength + Wisdom + Constitution ≥ 37). All members of the Demon Hounds School get a +5% vs. Fear from Demons at 3rd level, +10% at 5th, and +15% at 9th.

Restrictions: Obviously all members are required to seek out demons. Additionally, all magic items acquired before 9th level that are specifically designed to work against demons must be given to the school. They may be returned at 9th level depending on their availability and the character's need. Even after 9th level the character may be required to give any items vs. demons to the school. Members are allowed 2 backup weapons in addition to the weapon that they normally use. All magic weapons acquired after that must be given to the school. Also, in magic pick they must pick items that have specific bonuses vs. demons over other items of similar (or lesser) quality.

Advantages: The School of the Demon Hounds has magic weapons available to members who are on missions to defeat demons, whether school-sponsored or not. Availability varies. All members learn the abilities of one type of basic demon upon joining the school. Knowledge of other demons is acquired through abilities.

Ability Descriptions

General Demon Knowledge: The Basic level gives extensive knowledge of basic demon types, and some of their better known weaknesses and abilities. You also get a 20% chance of knowing about more unusual types. The Extended level gives extensive knowledge of basic demon types weaknesses and abilities, plus a 2I% chance of knowing about more unusual types. The plus intelligence abilities increase the chances of a character knowing something about an unusual type of demon.

Specific Demon Knowledge: Helps a character recognize monsters of demonic origin (Hell Hounds, etc.) and possibly know some of their abilities. The actual knowledge gained needs to be worked out with one or more Game Masters.

Specific Demon Resistance: This gives the character the listed adjustment to Saving Throws. With the sixth level ability any die-based result has the number of dice subtracted from the effect. The prerequisite of this ability is some specific knowledge of this demon type.

The School of 1000 Oranges

This school accepts all Human fighter classes including Cavaliers (who retain their special abilities). No Rangers, Warrior Priests, or Paladins need apply. This is one of a number of venerable weapon schools in the Empire of the Sun, and the one most open to outsiders. It teaches fine weapon use and aesthetics. All students openly display the mon (symbol) of the school. Members swear to behave honorably: No striking intelligent foes from behind, or from surprise, or at downed foes. A fighter of this school must know ½ his or her level in aesthetic skills, marked *. Students must challenge members of rival schools (e.g., Swashbucklers, Blade Masters, and Three Idiots - oops, I mean Swords), not necessarily to death, and accept challenges. The loser may not re-challenge without permission from the victor and is usually requested to perform a service.

Benefits: The school is a source of Japanese weapons. A character's own weapons can be turned in for repair, which takes time. For strongly magical weapons, the school will also require a service from the character.

Name/Description	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Melee weapon attack	+1	+2		+3	Extra Blow	Reverse Cut
Melee weapon defense	+1		+2		+3	Parry Bonus
Archery weapon accuracy	+5%		+10%		+15%	Critical +
Thrown weapon accuracy	+5%	+10%		+15%		Critical +
Horse Knowledge *	+IW%	+2IW%	+3IW%			
Tracking	+IW%		+2IW%		+3IW%	
Plant Knowledge	+2I%	+3I%	+4I%			
Animal Knowledge	+2I%	+3I%	+4I%			
Terrain Knowledge	+2I%	+3I%	+4I%			
Identify Spoor	+2I%	+3I%	+4I%			
Riding (per beast type)	+AD%	+2AD%	+3AD%			
Running (no melee)	+1"/phase	+2"/phase	+3"/phase			
Swimming	1/8 carry	1/6 carry		¼ carry		
Climbing	+SA%	+2SA%		+3SA%		
Force Melee	+S%	+2S%	+3S%	+4S%		
2-Handed weapon sweep	-4		-3		-2	-1
Melee weapon Parry Bonus		+10%		±1 length		Extra Opponent
Melee weapon Draw		Lose 0-3				
Melee weapon Tricks			Basic	+1	+2	+3
Double weapon Combination			-3	-2	-1	-0
Weapon pickup				Lose 2-8		
Weapon Mastery		Safety Grip		Double Up	Critical +	Aim Critical
Missile Defense	+5%		+10%		+15%	+5 Attack %
Throw Pointed Weapon			Basic			
Returning Hurl			Basic			
Iajitsu (swords)		Draw 0-3	Draw	Duel	Duel + 1	Duel + 1 more
Break Fall	+SA%	+2SA%	+3SA%			
Rope Tie		-ID%		-2ID%		
Weapon Knowledge	Beginner	Intermediate	Advanced	Expert		
Charisma *	+1	+2	+3	+4		
Jumping and Leaping	APR%	2APR%	3APR%	4APR%		
Game of Skill (specific) *		+15%		+30%		+45%
Lore Mastery *	+I%	+2I%	+3I%	+4I%	+5I%	
Entertain *	+C%					

S: Strength SA: Strength plus Agility AD: Agility plus Dexterity
I: Intelligence IW: Intelligence plus Wisdom ID: Intelligence + Agility
C: Charisma APR: Average Prime Requisite

Ability Descriptions

Paired Weapon Abilities: These are taken like, and instead of, single weapon abilities in Weapon Attack, Defense, Mastery, and Parry Bonus. One weapon is designated primary and is used to attack, the other is used to parry, but the levels apply no matter which is which. No attack levels or blows are lost for double weapons, and Extra Blow adds one blow to the weapon of choice at the start of the Combat Phase. Parries are 2nd weapon normally. Defense levels apply to as many as 2 opponents normally. Both weapons must be in hand!

Reverse Cut: The character defends normally versus all directions. The direction being faced may be chosen at the end of Movement Phase if surrounded by opponents. Only 1 blow is lost switching between opponents located anywhere within reach.

Weapon Mastery: All of these require a minimum of Attack + 3 with the weapon you take the ability for. Safety Grip allows the character to release a weapon before any breakage saving throw is rolled. Double Up allows the character to take blows in closely spaced pairs so only one may be parried per pair (the odd blow, if any comes at the end of the Melee Phase). Aim Critical allows the character to choose any body location if the location roll comes up as a stated number (usually 7).

Missile Defense: The percentage is subtracted from an opponent's archery chance under the following conditions: The character is not engaged, is aware of the archery, and has a weapon out. The 6th level ability subtracts an additional 5% per attack level (usually 15%).

Throw Pointed Weapon: The character may learn to throw a single pointed weapon with Short Sword penetration - Jitte, Kodachi, Kris, Sai, Trident, or Wakazashi. Damage is normal for the weapon.

Returning Hurl: The character can throw a composite chain weapon to the length of the chain (losing 1 blow) and retrieve it using an additional blow.

Iajitsu: This is the deadly skill of dueling with swords (only), commonly used to settle challenges. The 3rd level ability, **Draw**, allows the character to draw a weapon immediately if a Dexterity saving throw (as Belief) is made; otherwise it takes 1-4 blows. Melee must not have started and only 1 designated weapon can be drawn. **Duel** is where 2 characters squat 3 feet apart with sheathed weapons. The characters then try to make a Draw roll and strike normally. A hit is a Critical, a miss under 90% is a hit, and 90+% is a miss. Fumbles chances are normal. The higher level abilities add attack levels and the 6th can be taken more than once.

Weapon Tricks: Students do not trip. Other tricks modified as follows: Disarm - Jitte and Sai do not subtract attack levels. **Breakage Disarm** - Permitted for Jitte, Sai, and double weapons, using 1 blow from each in the latter case. Opponent may release the weapon immediately, otherwise check for breakage as with the parry rules.

Tangle - A composite chain or rope weapon may still strike with the other end.

Extra Opponent: Weapon defense levels may be applied to 1 extra opponent.

Break Fall: The listed chance is added to a character's chance of avoiding a fall, when a roll is permitted at all, and to land upright after a fall if possible.

Rope Tie: Subtract indicated percentage from anyone's attempt to untie the character's knots.

Weapon Knowledge: As the Blade Master ability with a specific weapon type.

Charisma: An increase in this stat through training in the social graces.

Jumping and Leaping, Game of Skill, Lore Mastery, and Entertain: These are all thievish skills and are described there.

The Archers of the Eyes

Name/Description	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Melee Weapon Attack	+1	+2		+3		
Melee Weapon Defense	+1		+2			
Archery Weapon Accuracy	+5%		+10%		+15%	Aim Critical
Thrown Weapon Accuracy	+5%	+10		+15%		Critical +
Buckler Defense	+1		+2		+3	
Horse Knowledge	+IW%	+2IW%	+3IW%			
Tracking	+IW%		+2IW%		+3IW%	
Plant Knowledge	+2I%	+3I%	+4I%			
Animal Knowledge	+2I%	+3I%	+4I%			
Terrain Knowledge	+2I%	+3I%	+4I%			
Identify Spoor	+2I%	+3I%	+4I%			
Riding (per beast)	+AD&	+2AD%	+3AD%			
Running (no melee)	+1"	+2"	+3"			
Swimming	1/8 carry	1/6 carry		¼ carry		
Climbing	+SA%	+2SA%		+3SA%		
Crafting	Fletcher	Bowyer		Advanced Bowyer	Invent	
2-Handed Weapon Sweep	-4		-3			
Buckler Parry		2nd Wpn		Extra Parry		1st Wpn
Melee Weapon Parry Bonus		+10%		±1 length		
Melee Weapon Draw		Lose 0-3				
Double Weapon Comb.			-3	-2		
Weapon Pickup				Lose 2-8		
Archery Mastery	Judge Shot		Clear Shot		Split Shot *	Crit +1% *
Archery Tricks			-10%	-5%	+0%	+5%
Clear Thinking		+5%		10%		+L%
Draw Bow	Str+1	Str+2	-10% Range	Str+4	Crit +	
Extra Arrow		Fast Draw		-15%	-10%	-5%
Sling Extension			x2			
Zen Philosophy	Basic	+I	+2I		+3I	
Camouflage Self	Basic					
***Detect Noise ** **	+15%					
Move Silently * %	+20%					
Skulking %	50%					
***Spot Hidden Items & Beings **	+15%					
***Spot Hidden Portals & Mech. **	+20%					
Estimate Range		±10%				
See In Dark		+50%				

S: Strength SA: Strength plus Agility AD: Agility plus Dexterity
I: Intelligence IW: Intelligence plus Wisdom % Requires Agility ≥ 9

The abilities that are ***bold-italic*** are Thievish and are described in that section. Abilities marked with an * may be taken multiple times.

Students must have Dexterity ≥ 9. Fighter classes, Ranger, and Dwarven (if they insist) may enter. No Warrior Priest, Cavalier, or Thievish classes. Clerical classes (including clerical R) are permitted but may not take underlined abilities. No Elves, as they are rivals.

Description: The Archers of the Eyes are so called for their custom of painting eyes on their equipment. They are a school of philosophy directed toward archery. Some interpret their instruction as religious. Students have a reputation for unwarranted self-confidence, arrogance, and contempt for students of melee fighting, but player characters may, in fact, choose their own attitudes. Students do not like to fail, and any arrow that fumbles or strikes an ally must be destroyed. In magic pick, students below 9th level must pick unusual or highly magical projectiles before other items of similar quality and turn them over to the school. (Normal +0 to +3 projectiles are exempt.) A student who has done so in the past, or in any case after 9th level, may request a special projectile if planning to hunt down some particular menace. An example of this would be an arrow of Dispel Demon.

Abilities: None of these apply to hand-thrown archery unless stated. Archery abilities may be taken with bow, sling, crossbow, atlatl, and other projectors.

Aim Critical: If the critical location roll comes up a stated number (usually 7), the character may choose any body location.

Judge Shot: With 1 phase of study, the archer can judge his chance of hitting a particular shot to the nearest 10%. Prerequisite: Accuracy +15%.

Clear Shot: The archer halves negative modifiers for the following: concealed target, active shield. Prerequisites: Basic Zen and Judge Shot.

Split Shot: The archer may switch to one additional target between shots if declared at the beginning of archery phase and all are in view. Prereq: Judge Shot.

Critical +1%: The archer's number to critical is increased by 1%, but the unadjusted die roll must be a hit. Prerequisite: Aim Critical.

Draw Bow: These abilities increase the archer's effective strength when computing the damage from a specific muscle-powered archery weapon. The 3rd Level ability decreases the effective range for calculating all to-hit modifiers.

Archery Tricks: Allows the archer to do certain unusual archery stunts. Prerequisite: Clear Shot. The stunts are:

> **Pin:** Versus a target wearing clothing or armor, the archer may shoot a sleeve or pants leg, pinning it to a wall or nearby large object. Target may not use that limb for (1-4) quarters of a phase, minus one for each multiple of strength damage target does. Thus, at Str 28, target loses only (0-3). Not with blunt projectiles.
>
> **Disarm:** Target must make Physical ST or lose weapon. Also does 1 pt damage.
>
> **Quickshot:** Archer may take a normal shot faster at the loss of accuracy. For every 5% sacrificed, gain 1 Dex Count.
>
> **Robin Hood:** Archer may take his time and gain accuracy on one shot. Archer concentrates on his target while not moving. For every arrow opportunity skipped, may add 5% to a maximum of 20% (normally means two phases skipped).

Extra Arrow: As the thievish ability, or increases Heavy Crossbow rate of fire to 1/phase. The 2nd Level ability halves the time between shots in the same phase, thus 10-Dex/8 for a bow.

Sling Extension: As the thievish ability, stacks with Draw Bow. Prerequisite: Accuracy +15%.

Fletcher: Allows the character to care for, repair, and make new arrows. Can also study an arrow and determine simple properties with 90% accuracy.

Bowyer: Allows the character to care for, repair, and make archery equipment, given access to equipment and material. Can also study archery equipment and determine simple properties with 90% accuracy.

Advanced Bowyer: Allows the character to design conventional archery equipment and determine/identify necessary tools and materials. Can study archery equipment and determine subtle or complex properties with 75% accuracy.

Invent: Character can design and build simple variations on conventional archery equipment, such as a footbow or small 1-handed crossbow. In cooperation with a thief of appropriate skills, can design and build archery traps.

Zen Philosophy: This is the philosophy of making the arrow become the target. Having religious overtones, this ability is forbidden to clerical types. The basic ability teaches the character fundamental principles. The higher level abilities increase a character's chance of understanding Zen koans and other more advanced philosophical points.

Clear Thinking: Adds to a character's ST versus Confusion, Con, or Distraction. (L is character's level.) Prerequisite: Basic Zen.

The Swashbucklers

You must have Agility and Dexterity ≥ 9. Elves must have Strength ≥ IQ. No Cavaliers, Dwarves, Paladins, or WPs. The Swashbucklers are a club to promote dramatic fighting, prodigious drinking, and the telling of tall tales. The Swashbucklers meet every Tuesday evening at the Throttled Snake in Frederickburg, Frankland, to drink and exchange stories (attendance is not mandatory). A player with a good fight story or other tale should turn it in on an index card. The character may lie.

Restrictions: To use any of the combat or movement abilities, a character must be speed 15+. No abilities with non-sword weapons (a dagger counts as a sword here), or full shields may be taken. They never attack a foe from the rear and refuse help on an opponent's rear. They are required to pick any superior or magical sword before other items of similar or slightly greater quality to be turned over to the school. After 9th level a character may keep 3 customary weapons and turn over all others.

Benefits: A Swashbuckler may use 2 length 5 weapons simultaneously. The character adds 2L% to Legend Lore - that is the chance of having heard any legend or tale. The better the roll the more detail is known. After telling enough tales, a character may be voted the use of a superior non-magical or +0 weapon. Finally, a character may invite fellow Swashbucklers on adventures.

Name/Description	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Sword/Fist attack	+1	+2		+3	Extra Blow	Instant Switch
Sword/Fist defense	+1		+2		+3	Parry Bonus
Archery weapon accuracy	+5%		+10%		+15%	Critical +
Thrown weapon accuracy	+5%	+10%		+15%		Critical +
Buckler defense	+1		+2		+3	
Horse Knowledge	+IW%	+2IW%	+3IW%			
Tracking	+IW%		+2IW%		+3IW%	
Plant Knowledge	+2I%	+3I%	+4I%			
Animal Knowledge	+2I%	+3I%	+4I%			
Terrain Knowledge	+2I%	+3I%	+4I%			
Identify Spoor	+2I%	+3I%	+4I%			
Riding (per beast type)	+AD%	+2AD%	+3AD%			
Running (no melee)	+1"/phase	+2"/phase	+3"/phase			
Swimming	1/8 carry	1/6 carry		¼ carry		
Climbing	+SA%	+2SA%		+3SA%		
Force Melee	+S%	+2S%	+3S%	+4S%		
Buckler Parry		2nd weapon		Extra Parry		1st weapon
Sword Parry Bonus		+10%		±1 length		1st Weapon
Sword Draw		Lose 0-3				
Sword Tricks		Basic	+1	+2	+3	+4
Double weapon Combination			-3	-2	-1	-0
Weapon pickup				Lose 2-8		
Brawling	+1		+2		+3	
Buckler Block			Thrown		Archery	
Throw Sword		Basic				
Fearlessness		+5%		+10%		+L%
Cloak Defense		+1		+2		Behind

S: Strength SA: Strength plus Agility AD: Agility plus Dexterity
I: Intelligence IW: Intelligence plus Wisdom L: Level

Ability Descriptions

Acrobatics, Entertain, Jumping & Leaping, Lie Convincingly, Misdirect: These Thievish abilities may be taken as *1st level* abilities in place of a 1st level fighter ability. They may only be taken to the 1st level.

Instant Switch: This is available instead of the normal Critical + as a 6th level sword ability. The character loses 1 fewer blows switching opponents.

Brawling: As the thievish ability.

Cloak Defense: The character learns to move a cape or cloak so as to distract the opponent and block blows. The listed defense levels are applied to all opponents regardless of the direction the character is facing. With the 6th level ability an opponent gets no bonus from behind. This does not stack with Sword or Buckler Defense.

Buckler Block: The character gets the shield modifier with a buckler vs. thrown (3rd) or archery (5th). You must have the same level of Buckler Defense ability.

Throw Sword: The character learns to throw any single 1-handed sword with Short Sword penetration. Damage is normal for that sword type.

Sword Parry Bonus: The 2nd weapon parry penalty never applies to a Swashbuckler with the 6th level ability.

Fearlessness: Add percent to Fear saving throws.

The King's Guard Auxiliary Militia

Name/Description	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Polearm Attack	+1	+2		+3	Extra Blow	+2 Blows Critical +
Polearm Defense	+1		+2		+3	±2 to Length
Polearm Floating Levels		+1		+2		+3
Push Away	+S%	+2S%	+3S%			
Polearm Tricks		Basic	+1	+2	+3	+4
All normal fighter abilities, except Weapon Attack & Defense which are only available with Fist, are also available. See the Fighter Abilities Table on page 18						

S: Strength

Description: The Chancelor of Frankland is charged with maintaining a civilian militia, for which he is allotted a budget. The Polearm Auxiliary Militia is seldom needed and makes few demands. Similar militia forces exist elsewhere.

Eligibility: Any Fighter class except Paladins or Cavaliers. A character may not join after reaching Lord Level.

Obligations and Benefits: All monetary costs are halved. A member of the Auxiliary Militia must learn the Polearm Attack abilities as quickly as possible. Most effects of membership are of a roleplaying nature, however. There is a stigma attached to being part of a "peasant" organization; hence, the ban on Cavaliers and Paladins. Members will be treated as social inferiors when in high society and any member who gains great status elsewhere by, say earning a patent of nobility, will be mustered out. Merely attaining Lord level and building a castle is not sufficient cause. Former members retain the abilities they have learned, of course.

Abilities: All of the standard fighter abilities are available. All of the new abilities are weapon-specific and do not apply to all polearm weapons.

+2 Blows: This ability allows a second extra blow at a Movement Speed of 21. Prerequisite: Extra Blow.

±2 to Length: This is similar to the ±1 to Length ability under Weapon Parry, but stacks with it.

Polearm Floating Levels: These levels represent the inherent advantages of a long weapon. These levels are placed in *attack* if the character is not being attacked. Otherwise they are placed in *defense* vs. any target(s) the character may be attacking. Prerequisites: Polearm Attack and Defense of the same magnitude.

Polearm Tricks: All standard weapons tricks.

Push Away: This ability permits the character to use his polearm in an attempt to leave melee. The attempt is a skill vs. the opponent's percentile roll, plus any Force Melee ability. The character must be in range of a single oppponent at the start of the movement phase. If successful, the character moves out of melee range and may not move or melee any target. If unsuccessful, the attempt costs one weapon blow. This ability may only be used vs. Small or Medium natural body weapons or artificial weapons shorter than the character's polearm.

The Sword & The Pentacle

Name/Description	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Magic & Combat Theory	**Basic (≤ Level 2)**	**Intermediate (≤ Level 4)**	**Advanced (≤ Level 6)**			
Spell Accuracy (1 Spell)	**+5%**		**+10%**		**+15%**	
Split Concentration		**Basic**	**No Attack ½ Defense**	**½ Att. / Def. OR No Attack Full Defense**	**½ Attack Full Defense**	**Full Attack Full Defense**
Spell Distance Judgment	**-10%**	**-20%**		**-30%**		**-40%**
Quick Cast		**-40% Acc. -4 Attack**	**-30% Acc. -3 Attack**	**-20% Acc. -2 Attack**	**-10% Acc. -1 Attack**	**-0% Acc. -0 Attack**

All normal fighter abilities are also available. ***See the Fighter Abilities Table on page 18***

This school accepts all applicants who are able to use the magical arts (including Illusions and Spells songs) in addition to being trained fighters. A student of this school must take at least one ability unique to the school for every two character levels. For example, a 9th level student must have at least 4 of the unique abilities. If the school is joined at a later level, the student must make every effort to "catch up" to this requirement.

Ability Descriptions

Magic & Combat Theory: This ability is a prerequisite course to all the other abilities of this school. No other special abilities may be learned until the level of theory appropriate to the ability in question has been studied. Each level of theory learned enables the study of higher level special abilities. Basic Theory enables 1st and 2nd level abilities, Intermediate Theory enables 3rd and 4th abilities, and Advanced Theory enables all abilities.

Quick Cast: This ability allows the student to cast a spell without giving up his/her first blow in the ensuing melee phase, albeit at the listed penalties to the accuracy of the spell and the attack level of the first blow. Subsequent blows are not affected. Once this ability is learned, its use becomes second nature to the student, therefore it will ***ALWAYS*** be used when possible.

Spell Accuracy: This ability enhances the casting accuracy of the student with one particular spell. To learn a level of this ability, the student must spend (in a manner similar to spell research) sufficient spell points to cast the spell in question 100 times. This expenditure is required at each level of improvement and may not begin until the student has an open ability slot of the proper level.

Spell Distance Judgment: This ability enhances the ability of the student to accurately place a spell at the intended distance. If a scatter should occur, the modifier for this ability is applied to the scatter distance roll for the long/short axis only. Note that this ability is a direct eye-to-hand coordination skill and does not affect the student's ability to judge the distance in numeric terms.

Split Concentration: The basic level of this ability allows the student to cast in one direction while fighting in another without additional penalty to accuracy, attack or defense (normal magic/melee modifiers still apply). The maximum angle between the spell axis and the combat axis is 90 degrees. The higher level abilities allow the student to cast his/her highest level spell while still retaining some melee ability. The attack and defense abilities of the student are modified as appropriate to the level of the ability for the entire phase in question. Note that there are 2 different variations available at 4th level. The student may choose to learn either one, but they cannot both be learned.

Clerical Spells

All clerics and clerical combination characters can use clerical spells. As a cleric reaches a new level, he does not have to memorize spells or calculate spell points. Instead, clerics gain the ability to throw a larger number of spells as given in the Clerical spell progression table. The type of spell is limited to those available to him. A cleric who knows six different 2nd level clerical spells could throw any one of them as many times as he has 2nd level spells per day. Further, a cleric may throw a spell as if it were a higher level spell - that is using up a 3rd level spell to throw a 2nd level one.

Clerics vs. Undead

Undead Level	Cleric's Level - Undead's Level													
	-6	-5	-4	-3	-2	-1	0	+1	+2	+3	+4	+5	+6	+7
1-10	-	-	-	-	10%	30%	50%	70%	90%	A	B	B	C	C
11-20	-	-	-	5%	20%	35%	50%	65%	80%	95%	A	B	B	B
21-30	-	-	0%	15%	25%	40%	50%	60%	75%	85%	A	A	A	B
31+	-	0%	10%	20%	30%	40%	50%	60%	70%	80%	90%	A	A	A

Undead Level	Cleric's Level - Undead's Level													
	+8	+9	+10	+11	+12	+13	+14	+15	+16	+17	+18	+19	+20	+21
1-10	D	D	E	E	F	F	G	G	H	H	I	I	J	J
11-20	C	C	D	D	D	E	E	F	F	F	G	G	H	H
21-30	B	B	C	C	C	D	D	D	E	E	E	F	F	F
31+	B	B	B	C	C	C	C	D	D	D	E	E	E	E

Animated Undead - Shift right 1 column.
Solid Undead - Shift left 1 column.
% = Base chance to turn/dispel undead. Add cleric's Wisdom to get adjusted chance.
Add cleric's Healing Bonus to number turned or dispelled. Roll for high/low for ½ bonus to be added.
Solid undead can only be turned, not dispeled.
Dispel may not be voluntarily changed to turn.

Turn	≤9%	≤19%	≤39%	≤69%	≤89%	90%-A	B
Undead	1D2	1D3	1D4	1D6	1D8	1D10	2D6

Dispel	C	D	E	F	G	H	I	J
Undead	3D6	4D6	5D6	6D6	7D6	8D6	9D6	10D6

Researching Clerical Spells

There are two ways to research Clerical spells. The first, and cheapest way monetarily, is to have a cleric sit down and research the spell himself. This takes a time equivalent to the number of days it would take him to cast 140 spells of the level being researched. Thus, if a cleric has one 6th level spell per day, it would take him 140 days to research a 6th level spell. If, on the other hand, the cleric had five 6th level spells per day, it would only take him 28 days to research a new 6th level spell. Furthermore, if the cleric has high Wisdom, the amount of time needed to do the research is reduced. A Wisdom 13-14 cleric would only need the amount of time necessary to cast 126 spells of the level being researched, and a Wisdom 15+ cleric would only take the amount of time necessary to cast 112 spells of the level being researched. Just as in the research of magical spells, if the spell being researched is unusual, or requires an unusual object or being for study (as in the case of a special Hold spell for a non-human species), that object or being must be available during the research. The second way of obtaining a spell that is unknown is to buy it from other clerics, at the discretion of the referee.

The going prices teaching clerical spells are quite expensive, being as follows:

1st Level:	10,000 Gold pieces	5th level:	160,000 Gold pieces
2nd Level:	20,000 Gold pieces	6th Level:	320,000 Gold pieces
3rd Level:	40,000 Gold pieces	7th level:	640,000 Gold pieces
4th Level:	80,000 Gold pieces	8th Level:	1,280,000 Gold pieces

Of course, the real problem is finding a cleric with any given spell in the first place. It is often easier to research the spell than to buy it from another cleric.

As in the case of magic users, it is often advisable for the referee(s) in any series of games to limit the initial clerical spells known. Our common practice is to assume that all of the normally listed 0th level spells and from 4-6 spells of each higher level up to 5th are known. All others must be researched. For simplicity you should assume that the most commonly used spells of 1st through 3rd level are the ones known: Cure Light Wounds, Hold Person, Cure Disease and so on up to your

specified limit. The known 4th and 5th level spells could be determined randomly, as part of lost lore or whatever else fits the style of your world.

Clerical Spell Tables

All bulleted (•) spells must be researched.

Zeroth Level Spells	
1) Activate Staff*	6) Heal
2) Anoint Weapon	7) Purify Water
3) Detect Evil	8) Sanctify Water
4) Detect Good	9) Turn Undead
5) Detect Magic	10) Walk Peacefully

First Level Spells	
1) Calm Animals	8) Hallow
2) Cure Light Wounds	9) Light
3) • Detect Clerical Spell	10) Protection/Evil
4) • Detect Ethics	11) • Protection/Good
5) • Detect Injury	12) Purify Food
6) • Detect Life	13) Reduce Fear
7) Enlist Aid	14) Speak with Animals

Second Level Spells	
1) Benediction	9) Find Traps
2) Bless	10) • Heal Spirit Being
3) • Detect Alignment	11) Hold Person
4) • Detect Curse	12) • Holy Strength (+7)
5) • Detect Disease	13) Reduce Poison
6) • Detect Magical Spell	14) Sanctuary
7) • Detect Poison	15) • Tame Animals
8) Detect Water	

Third Level Spells	
1) • Animal Control	14) • Gliding
2) Benison of Courage	15) • Grand Bless
3) Calm Creatures	16) • Holy Shield
4) Continual Light	17) • Holy Strength (+13)
5) Cure Disease	18) • Iron Faith
6) • Detect Food	19) Locate Object
7) • Detect Possession	20) • Morimini in Pacem
8) • Diagnosis	21) Radiate Goodness
9) • Dispel Clerical Spell	22) Remove Curse
10) • Empathic Cure	23) • True Sight
11) • Evil's Bane	24) • Walk on Water
12) • Fear	25) • Ward Weapons
13) • Freedom	

Fourth Level Spells	
1) • Circle of Holiness	15) • Holy Strength (+19)
2) Create Water	16) • Human Control
3) • Cure Blindness	17) • Light of Truth
4) • Cure Deafness	18) Neutralize Poison
5) • Cure Insanity	19) • Pass Safely
6) • Cure Paralysis	20) Protection/Evil (1" Radius)
7) Cure Serious Wounds	21) • Protection/Good (1" Radius)
8) • Exorcism	22) Quest
9) • Flight	23) • Restore 1-4 Life Levels
10) • Grand Benediction	24) Speak with Plants
11) • Great Fear	25) • Stigma
12) • Greater Holy Shield	26) • Stop Deterioration
13) • Greater Sanctuary	27) Turn Sticks to Snakes
14) • Heal Grievous Wound	

Fifth Level Spells	
1) • Anti-Magic Shell	10) • Locate Person
2) • Breathe Water	11) • Pathfinding
3) Commune	12) • Protection/Undead
4) • Controlled Empathic Cure	13) Raise Dead
5) Create Food	14) • Regenerate
6) • Dispel Control	15) • Restore 1-5 Life Levels
7) Dispel Evil	16) • Restore Scarab vs. EHP
8) Finger of Death	17) Sanctify Ground
9) Insect Plague	18) • Vari-heal

Sixth Level Spells	
1) • Create Air	6) • Raise Dead and Restore 1-4 Life Levels
2) • Cure Critical Wounds	7) • Restore 1-6 Life Levels
3) • Dispel Demon	8) • Repair Body
4) • Non-Deterioration	9) • Undead Control
5) • Part Water	

Seventh Level Spells	
1) • Detect Untrue Answers and Statements	5) • Restore 1-7 Life Levels
2) • Hold Monster	6) • Suspended Animation (self)
3) • Raise Dead and Restore 1-5 Life Levels	7) • Vari-heal (2-5)
4) • Read Languages	

Eighth Level Spells	
1) • Cure Very Critical Wounds	4) • Restore Life Levels (1-8)
2) • Dispel Magic	5) • Speak Languages
3) • Raise Dead and Restore 1-6 Life Levels	

Ninth Level Spells	
1) • Restore N% of Life Levels	3) • Talk with Inanimate Objects
2) • Speak with Monsters	

Tenth Level Spells	
1) • Cure Deadly Wounds	3) • Tame Monster
2) • Enforced Oath	4) • Truespeak

Eleventh Level Spells	
1) • Anaerobic Existence	3) • Raise Dead and Restore N% of Life levels
2) • Percentile Heal	4) • Suspended Animation (others)

Twelfth Level Spells	
1) • Cure	2) • Restore Health

Thirteenth Level Spells
1) • Restore All Life Levels

Zeroth Level Spells

Activate Staff: This spell is used to activate staves with multiple powers (such as a staff of commanding) and crossover staves (staves usable by clerics and magic users).

Anoint Weapon: This spell, combined with one flask of holy water being sprinkled over the weapon, will make a single melee weapon (or up to 10 arrows or sling balls) effective vs. Undead of a level less than or equal to that which the cleric could turn. The weapon acts as if it was + 0. Duration: 3 turns.

Detect Evil: A spell to detect evil thought or intent in any single creature, being, or evilly enchanted object. Note that poison, for example, is neither good nor evil, and would not be detected. Duration: 6 turns Range: 12".

Detect Good: This spell is the same as Detect Evil (0C) except that Good is detected rather than Evil.

Detect Magic: A spell to determine if there has been some enchantment laid on a single person, place, or thing. It is used to discover if some item is magical, if a spell has been placed on a doorway, etc. Range: adjacent to the person, place or thing.

Heal: This spell will immediately (1 phase) remove one point of damage from a wounded being. The cleric casting this spell must be in physical contact with the person being healed. Clerics with Wisdom 13-17 do 1.5 points of healing, while Clerics with Wisdom 18+ do 2 points of healing. The character being healed cannot be in melee combat or otherwise actively engaged while the spell is being administered.

Purify Water: This spell will make chemically bad water (not actively poisoned) usable for drinking and other purposes. The quantity purified by a single spell is

approximately one gallon. Range: adjacent to the water being purified.

Sanctify Water: This spell is used for making ordinary water into Holy Water. The quantity of water sanctified by a single spell is approximately one quart. Note: while clerics of any level may create Holy Water, it will have no special merit against any creature of higher level than the sanctifying cleric. Range: adjacent to the water being sanctified.

Turn Undead: This spell is used to turn Undead, per the Clerics vs. Undead table on page 1. The number turned or dispeled is dependent upon the level of the cleric less the level of the Undead, and the type of Undead. It can be used only once by any one cleric against any one group of Undead. Range: 18".

Walk Peacefully: This spell permits the caster to be in the presence of any non-intelligent creature not intrinsically hostile to the caster without frightening or disturbing the creature. Duration: 6 turns.

First Level Spells

Calm Animals: A spell that calms one normal animal per level of the caster, negating non-magical fear of surroundings or events. Duration: 6 turns. Range 6" radius from caster.

Cure Light Wounds: This spell is a basic healing spell. The amount of damage to be healed by any individual casting of the spell is determined as follows: the cleric rolls one six-sided die and adds one to the result. If the cleric has Wisdom of 13-17 he then adds 0.5 point to the result. If the cleric is Wisdom of 18 or higher he then adds 1 point to the result instead. The total is the amount of healing to be done over the next six phases. If the cleric is interrupted at any point, the healing terminates at that point. The cleric must be in physical contact with the character or being to be healed throughout the six phases. If the contact is broken, the healing is terminated at that point.

Detect Clerical Spell: This spell allows the cleric to detect the occurrence or presence of a clerical spell in his immediate vicinity, to a maximum range of 1" per level of the cleric employing the detection.

Detect Ethics: This spell allows the cleric to measure the ethics of a creature or being on a Good/Evil scale to a maximum range of 1" per level of the cleric employing the detection.

Detect Injury: This spell allows the cleric to determine whether a character that has mysteriously collapsed has done so through undetected damage, or through some other source. It also allows the cleric to determine whether a being that cannot communicate with the cleric has sustained injuries that need to be healed. Range: adjacent to the subject.

Detect Life: This spell allows the cleric to determine whether a character or object is alive, as well as whether there is an unseen life form within 3" of the cleric casting it.

Enlist Aid: This spell adds 2-12 points to the effective Charisma of the caster for the specific purpose of swaying listeners of the caster's alignment to give the caster direct aid. Duration: one turn per level of the caster.

Hallow: This spell is used to prepare ground to receive blessed burials or to establish foundations for churches or clerical constructions. Range: adjacent to the ground being hallowed.

Light: A spell that creates a circle of light 3" in radius around the caster. This light is not equal to full daylight in intensity. The light lasts for the level of the caster plus 12 turns.

Protection/Evil: This spell adds +1 to the defense level and +5% to the saving throws of the caster against any evil beings (or spells cast by evil beings) for its duration of 12 turns. Its effects add to those of any magical protective devices.

Protection/Good: This spell is the same as Protection/Evil (1C) except that it protects the caster against good beings.

Purify Food: This spell will make spoiled (not deliberately poisoned) food usable. The quantity affected by a single spell is approximately 5 pounds. Range: adjacent to the food.

Reduce Fear: This spell adds 20% to the saving throw vs. Fear of a single recipient for three turns. If the recipient is already in a state of induced Fear, the recipient gets a normal Fear saving throw immediately, and breaks free of the effect if successful. Range: 3".

Speak with Animals: This spell allows the cleric to speak with any form of normal (not monster) animal life, and to understand anything that is said in reply. If the cleric or his companions have not already attacked the animal, there is a 10% chance per level of the cleric that the animal(s) in question will not attack. The is a further 5% chance per level of the cleric that any basically friendly animals spoken to in this manner will assist the cleric within their physical and mental limits (i.e., a rabbit cannot be sent to count a hidden group of enemy, or to assault a guard post). Duration: 6 turns.

Second Level Spells

Benediction: The cleric may use this spell to raise the defense level of the recipients by +1. In the case of followers, this spell also adds +1 to their morale. For player characters, it adds 5% to their saving throws against Fear effects as well as the bonus to defense. The recipients cannot be in melee combat or otherwise fighting when the Benediction is cast, or else they gain no bonuses. Duration: 6 turns. Range: can affect all beings of the same alignment as the caster within 6" of the caster.

Bless: The cleric may give the benison of the Bless spell during any turn that the beings to be affected are not

in melee or otherwise fighting. A Bless raises morale by +1, fear saving throws by 5%, attack level by +1, and its effects stack with other magical or clerical effects. Duration: 6 turns. Range: can affect all beings of the same alignment as the caster within 6" of the caster.

Detect Alignment: This spell allows the cleric to detect the alignment (Law, Neutrality, Chaos) of a single being at a distance of up to 1" per level of the cleric casting the spell.

Detect Curse: This spell allows the cleric to determine if an item or a being has been cursed. Range: adjacent to the item or the person.

Detect Disease: This spell allows the cleric to determine if a being has a disease which needs to be cured. Range: 3".

Detect Magical Spell: This spell allows the cleric to detect the occurrence or presence of a magical spell in his immediate vicinity, up to 1" per level of the cleric employing the detection.

Detect Poison: This spell allows the cleric to detect poisons up to a range of 1" per level of the cleric employing the detection, maximum range of 6".

Detect Water: This spell is the same as Detect Poison (2C) except that water instead of poison is detected.

Find Traps: By means of this spell, the cleric will locate any mechanical or magical traps (not living ambushes) within a radius of 6" of the cleric for a duration of one turn.

Heal Spirit Being: As Cure Light Wounds (1C), but will aid Spirit Beings of alignments not opposite the caster.

Hold Person: This spell is similar to the magical spell Charm Person (1M) but of more limited duration and of greater effect. This spell applies to all two-legged, generally mammalian figures near to or less than man-size, excluding all Undead monsters but including such things as orcs and goblins. It affects from 1-4 persons (rolled on a 4-sided die) normally, or it can be concentrated on one target, in which case the target subtracts 10 from his saving throw before making the die roll. If the spell is successful, it will cause the held person(s) to obey any spoken command of the caster even if their languages are different. The victim(s) will not commit direct suicide while under this spell. During the phase in which the hold is thrown, the victim(s) cannot obey commands or carry out actions of their own volition, and thus stand still and neither fight nor act. Duration: 9 turns, unless dispeled, removed by the caster or the caster loses control by going unconscious, dying, or moving outside 18".

Holy Strength (+7): This spell adds 7 to the strength of the cleric for 3 turns. It does not stack with other strength spells or items.

Reduce Poison: This spell has two effects. If it is cast before poisoning occurs, then it acts as poison resistance. This means it adds 10% to any saving throw and subtracts 1 per die of poison damage. If it is cast after poisoning, then it reduces degenerative effects by 1 per die and bleeding by 1 point (total) per level of the cleric casting the spell until the reduction is used up. The cleric must be in contact with the recipient. Duration: 6 turns.

Sanctuary: This spell causes any opponent within 24" of the cleric to make a saving throw vs. clerical spells in order to directly attack the cleric. The caster may take no offensive action or else the spell is broken, and in that case the caster must save vs. Pain or be dazed for one turn. The caster may defend himself against any being that was unaffected by the Sanctuary spell without suffering the pain effect or breaking the spell. The cleric may be incidentally included in area spells without the caster of the said spells needing to make a saving throw. Duration 3 turns.

Tame Animals: This spell allows the cleric to calm otherwise hostile normal animals, capture wild horses, and other acts of that type. It cannot be used on monsters or magical creatures, such as Unicorns. The cleric must be adjacent to the animal that is being tamed.

Third Level Spells

Animal Control: This spell allows the cleric to control up to 3-18 1st level animals, up to 2-12 2nd level animals, and up to 1-6 3rd level animals. Duration: Until dispeled, or until removed by the caster of the spell, or the caster loses control by going unconscious, dying, or moving outside of range. Range: 12".

Benison of Courage: This spell adds 20% to the saving throw vs. Fear of a single recipient for three turns, as Reduce Fear (1C), but with an area effect, a 6" radius surrounding the caster, affecting all of the same ethical standing as the cleric (good vs. evil). If the recipient is already in a state of induced Fear, the recipient gets a normal Fear saving throw immediately, and breaks free of the effect if successful. This spell may be directed at an individual to break an induced Fear effect, in which case the recipient adds 5 × the level of the cleric to his immediate Fear saving throw (one time only). Range: 3" if directed, else 6" radius around caster. Note: this spell will benefit larger numbers of fearful beings by improving their saving throws for recovery checks.

Calm Creatures: A spell that calms one unusual animal or monster per level of the caster, negating non-magical fear of surroundings or events. Duration: 6 turns. Range 6" radius from caster.

Continual Light: This spell creates a 12" radius circle of illumination emanating from a point within 12" of the cleric. The light cast is as bright as full daylight (which will affect anything which hates light, or is unable to see in bright light) but will not have the destructive powers of full sunlight against vampires and other such creatures. Duration: until dispeled.

Cure Disease: This spell is used to cure any form of disease, including those caused by curses and other non-normal means of transmission. If cast within 12 hours of the infection, this spell will prevent the transmission of any lycanthropic (i.e. werewolfism) disease to a bitten victim. The cleric must be in physical contact with the subject.

Detect Food: This spell allows the cleric to find food (if it exists) in a wilderness, desert, or other situations where necessary. Range: 2" per level of the cleric casting the spell.

Detect Possession: This spell allows the cleric to detect an extra mind in control of a body, such as when a person is taken over magically or demonically. Range: adjacent to the subject.

Diagnosis: This spell allows the cleric to determine what is wrong with a character that has mysteriously collapsed, or otherwise determine the extent of indeterminate damage effects, including possible cures. Range: adjacent to the subject.

Dispel Clerical Spell: This spell allows a cleric to cancel the effects of a continuing spell (such as Hold Person (2C)). It will not cancel the effects of a previously cast spell of a non-continuing nature (such as a completed healing spell). It will interrupt a healing or restorative spell that is in progress at the time of the Dispel. The chance of dispeling the spell depends on the levels and Wisdoms of both the clerics involved. There is a 90% chance of the dispel working if the two clerics are the same level. A cleric of Wisdom 15 or higher gets +5% in his favor (note: if both clerics are Wisdom 15+ this cancels out). If the clerics are not the same level, the higher level cleric gets a 10% modifier for each level of difference added to the 90% base in his favor. For example a 8th level cleric with Wisdom of 15 trying to dispel a spell of 12th level cleric with Wisdom of 14 would have a 90+5-(4×10) = 55% chance of success. Range: 3".

Empathic Cure: This spell allows a cleric to fully cure another character of damage taken, by transferring all the hits taken by the other character to the cleric. If the hits taken are enough to cause the cleric to become unconscious, he will do so, but will not deteriorate towards death from that point unless damaged further. If the hits taken are sufficient to kill the cleric, then the cleric will die, and the amount of damage transferred will only equal the death level of the cleric. Range: in contact with the other person.

Evil's Bane: This spells works as Anoint Weapon (0C) with the added feature that the spell makes a single melee weapon do +3 damage per die vs. Evil opponents. This damage bonus replaces any lesser bonus vs. Evil already on the weapon. The maximum added damage is 1 point per level of the spell's caster per blow. So a weapon doing 4 dice would need a 12th level cleric casting this spell to get the full effect. Duration: 3 Turns.

Fear: This spell will cause all living creatures in a 3" × 3" × 2" area with one face of the square directly adjacent to and centered upon the caster to make a saving throw vs. Fear or flee the caster. For creatures without separate Fear saving throws, use their Clerical Spell saving throw.

Freedom: This spell dispels any single target's magical or clerical charm, hold, or other form of mental control. There is a 50% chance of dispeling, reduced by 5% for each level that the caster is below the level of the caster of the original spell. Range 3".

Gliding: This spell allows the cleric to glide through the air, the rate of descent being controllable from a vertical dive to a 20:1 glide ratio of horizontal to vertical movement. Duration: 6 turns.

Grand Bless: The cleric may give the benison of the Grand Bless spell during any turn that the beings to be affected are not in melee or otherwise fighting. A Grand Bless raises morale by +2, fear saving throws by 5%, attack level by +2, improves archery by 5%, and its effects stack with other magical or clerical effects (other than another Bless or Grand Bless). Duration: 6 turns. Range: can affect all beings of the same alignment as the caster within 6" of the caster.

Holy Shield: This spell reduces the amount of damage the caster will take from a single magical or physical type of damage during its operation, as specified by the caster at the time of casting. Thus the cleric can specify that his Holy Shield will protect him from Fire, and for its duration his level would be subtracted from any damage that would result from fire, magical or natural. If the cleric is hit by more than one form of damaging fire during that time, the shield affects each damage separately. Note that a cleric cannot create a Shield vs., say physical damage in general or against drowning, while being crushed by a Kraken. However, when facing a Red Dragon, a Shield against Fire could be quite useful. Duration: 3 turns.

Holy Strength (+13): This spell adds 13 to the strength of the cleric. It does not stack with other strength spells or items. Duration: 3 Turns.

Iron Faith: This spell causes the caster to become immune to magical and clerical charms and controls and gain 20% vs. Con and similar attempts to influence his behavior. The spell is broken if the caster attempts any charm or control spell, otherwise it lasts for 6 turns.

Locate Object: In order for this particular spell to be effective it must be cast with certain knowledge of what is to be located. Thus the exact nature, dimensions, coloring, etc., of some magical item would have to be known in order for the spell to work. Well known objects, such as a particular flight of stairs often traveled, can be detected by this spell. The spell gives the user the direction of the object desired, but not the distance. The desired object must be within range to be detected at all. Range: 9" + 1" per level of the cleric casting the spell.

Morimini in Pacem: This spell specifically de-animates animated Undead in a 6" × 6" × 4" square with one side centered on the caster. The number of Undead affected is limited to (level of the caster × 50) divided by (level of the Undead squared). Note that this spell is sometimes less effective than a normal Turn Undead spell (0C) when used against very high level animated Undead.

Radiate Goodness: This spell causes all Evil beings within 3" of the caster to make a saving throw vs. Fear if attempting to directly attack the cleric. Failure of this saving throw means an inability to attack the caster. Duration: 3 turns.

Remove Curse: A spell to remove any one curse, Geas (6M), or Quest (4C). Using this spell in the case of someone holding a cursed magical item would remove the effect of the item's curse on that person, but would not affect the item permanently. (Beings under the influence of a Geas or a Quest may not use this spell.) The chance of the curse being neutralized is the (caster's level divided by the curse's level) × 100%. Any one cleric may attempt to remove a given curse only once. The same rule applies to any item that removes a curse, i.e., only one try per curse. Range: adjacent to the target.

True Sight: This spell permits the caster to see through all magical forms of illusion or invisibility for its duration, but not to penetrate mechanical disguises or Indetectibility (6M). Duration: 3 turns.

Walk on Water: This spell allows a cleric to walk on the surface of bodies of water for 6 turns, carrying his normal load.

Ward Weapons: This spell enables the caster to specify a single weapon or closely related class of weapons (swords, or spears, or arrows, for example). For the duration of the spell, damage from that particular weapon or group of weapons will do the caster a reduced amount of damage, -2 per die. Note that while it would be possible to use this spell to ward against natural body weapons, Warding against a Dragon's Claw would not reduce the damage done by the Dragon's Teeth, much less his Breath Weapon. Duration: 3 turns.

Fourth Level Spells

Circle of Holiness: This spell creates a 1" radius circle around the caster that cannot be entered by animated Undead. In addition, other unholy beings (spirit Undead, demonic beings, etc.) may only enter the circle by matching their power against that of the caster, as follows: a being of the same level as the caster has a chance equal to 100% - (5% × the caster's Wisdom). This is adjusted by plus or minus 5% per level that the being is above or below the caster. The offensive use of magic or combat from within a Circle at a target outside of it will give ALL unholy beings present a new chance to break through the Circle. The offensive use of clerical spells from within the Circle will not have this effect. Duration: 3 turns.

Create Water: By means of this spell, the cleric can create a supply of drinkable water. The quantity of water created is equal to (the cleric's level - 5)^2 × 12 gallons. The water appears adjacent to the caster.

Cure Blindness: By means of this spell, there is a 5% per level of the caster chance of curing organic or injury-induced permanent blindness. It also cures automatically temporary physical blindness. It has no effect on blindness that is purely Illusionary in nature. The caster gets only one opportunity per case. It takes one full day for a complete cure of complete blindness, pro-rated for partial blindness. If the blindness was an effect with a limited duration, then that duration is reduced by 5% per level of the caster, again with a maximum recovery time of one day.

Cure Deafness: As Cure Blindness (4C), but deafness is cured.

Cure Paralysis: As Cure Blindness (4C), but paralysis is cured.

Cure Serious Wounds: This spell is a basic healing spell. The amount of damage to be healed by any individual casting of the spell is determined as follows: the cleric rolls two 6-sided dice and adds two to the result. If the cleric has Wisdom of 13-17 he then adds 1 to the result. If the cleric is Wisdom of 18 or higher he then adds 2 to the result instead. The total is the amount of healing to be done over the next six phases. If the cleric is interrupted at any point, the healing terminates at that point. The cleric must be in physical contact with the character or being to be healed throughout the six phases. If the contact is broken, the healing is terminated at that point. Thus, this spell will cure a minimum of 4 points of damage, and a maximum of 14 to 16 points depending on the wisdom of the cleric casting the spell.

Exorcism: This spell allows a cleric to exorcise a demon that has taken control of the character. Note that this spell does not dispel or damage the demon, it merely frees the character. Range: 3 inches.

Flight: This spell allows the cleric to fly a speed of 12" per turn for six turns carrying his normal load.

Grand Benediction: The cleric may use this spell to raise the defense level of the recipients by +2. In the case of followers, this spell also adds +1 to their morale. For player characters, it adds 10% to their saving throws against Fear effects and all Clerical Saving Throws as well as the bonus to defense. The recipients cannot be in melee combat or otherwise fighting when the Benediction is cast, or else they gain no bonuses. Duration: 6 turns. Range: can affect all beings of the same alignment as the caster within 6" of the caster.

Great Fear: This spell will cause all living creatures in a 6" × 6" × 4" area with one face of the square directly adjacent to and centered upon the caster to make a saving throw vs. Fear or flee the caster. For creatures without separate Fear saving throws, use their Clerical Spell saving throw.

Greater Holy Shield: This spell reduces the amount of damage that the caster will take from each magical spell during its duration. The damage is reduced by an amount equal to the level of the caster, in points of damage. If the caster has a magical or clerical item or spell in operation that also affects the amount of damage received, only the greater of the two will take effect. Duration: 3 Turns.

Greater Sanctuary: This spell causes any opponent within 24" of the cleric to make a saving throw vs. clerical spells in order to directly attack the cleric or anyone within a 1" radius of the cleric. Nobody with this 1" radius circle may take offensive action or else the spell is broken, and in that case all within the circle must save vs. Pain or be dazed for 1 turn. Those within the circle may defend themselves against any being that was unaffected by the Greater Sanctuary spell without suffering the pain effect or breaking the spell. Those within the circle may be incidentally included in area spells without the caster of the said spells needing to make a saving throw. Duration 3 turns.

Heal Grievous Wound: This spell will heal all the damage received from any single blow or injury that could be healed by normal healing spells (Cure Light Wounds (1C), etc.). Special damage needing separate spells (Neutralize Poison (4C), Cure Disease (3C), etc.) will not be healed. The healing is at the rate of 1 hit point per turn until healing is completed. It does not eliminate bleeding. It is not an open ended regeneration spell, and it will not continue to work if the recipient's death level is exceeded by subsequent damage. Range: in contact with the other person.

Holy Strength (+19): This spell adds 19 to the strength of the cleric. It does not stack with other strength spells or items. Duration: 3 Turns.

Human Control: This spell is similar to the magical spell Charm Person (1M) but of more limited duration and of greater effect. This spell applies to all two-legged, generally mammalian figures near to or less than man-size, excluding all Undead monsters but including such things as orcs and goblins. It affects from 2-12 persons with 3 or fewer hit die, 2-8 persons with 4-6 hit die, 1-4 persons with 7-9 hit die, and 1 person having 10 or more hit die, or it can be concentrated on one target, in which case the target subtracts 10 from his saving throw before making the die roll. If the spell is successful, it will cause the held person(s) to obey any spoken command of the caster even if their languages are different. The victim(s) will not commit direct suicide while under this spell. During the phase in which the hold is thrown, the victim(s) cannot obey commands or carry out actions of their own volition, and thus stand still and neither fight nor act. Duration: 9 turns, unless dispeled, removed by the caster or the caster loses control by going unconscious, dying, or moving outside 18". Range: 18".

Light of Truth: This spell creates a standard 6" cone shape of light that discloses all camouflages, Illusionary concealment, disguises, etc., and negates invisibility and displacer effects. The cone conforms to the current facing of the caster at all times, for the 3 turn duration of the spell.

Neutralize Poison: A spell to counter the continuing effect of a poison. Note that this spell will not resurrect a character killed by poison, nor will it remove any damage already done by poison to a living character. It will prevent further damage from being done, and is necessary before healing damage done by poison. It will affect only one object or person per spell and takes only one phase. A cleric using this spell can only neutralize those poisons whose poison factor times the hit dice of the poisonous creature (i.e. the number of dice of damage the poison causes) is less than (the level of the cleric times the wisdom of the cleric) divided by ten. Thus if a character is poisoned by a 10 hit die creature with a poison factor of 1.5, only a cleric whose level times his wisdom was at least 150 could neutralize the poison. Range: the cleric must be in contact with the person or the object containing poison to be neutralized. Range: in contact with the other person.

Pass Safely: This functions like a combination of Find Traps (2C) to locate any mechanical or magical traps (not living ambushes), and the magical spell Detect Enemies (2M) detecting any enemy that knows of the user's presence. Thus warning the caster of antagonistic entities aware of the caster and traps that endanger him. Range: 12". Duration: the level of the caster in turns, unless cast with a Pathfinding (5C), then it lasts as long as the Pathfinding.

Protection/Evil 1" Radius: This spell adds +1 to the defense level and +5% to the saving throws of the caster, and anyone within 1" radius, against any Evil beings (or spells cast by evil beings) for its duration of 12 turns. Its effects add to those of any magical protective devices.

Protection/Good 1" Radius: This spell is the same as Protection/Evil 1" Radius (4C) except that it protects against Good rather than Evil.

Quest: This spell is similar to the magical spell Geas (6M), except that the character sent upon a Quest by the cleric is not killed by failure to carry out the service. However, the cleric may curse the character with anything appropriate to the alignment of the caster, so that failure to fulfill the Quest is not to be taken lightly. The referee's discretion must be used in the phrasing and detailing of the Quest. If the character does not wish to be sent on a Quest, he must save vs. clerical spells to avoid it. Range: 3 in.

Restore Life Levels: This spell allows a cleric to restore at least some of the life levels drained from a character by Undead or by special weapons. If a cleric is immediately available (no more than 6 game hours), it is possible for him to restore from 1-4 (rolled on a 4-sided die) life levels lost by a victim. For each full six-hour period that goes by before the spell is cast, one is subtracted from the die roll. Thus if a seventh level

fighter is drained two life levels (thus becoming a fifth level fighter), the cleric would need to roll a two or higher to fully restore the fighter if the spell were cast within six hours of the draining. If eight hours had passed before the spell was cast then a die roll of three or higher would restore all of the lost levels, while a roll of one would mean that NO life levels were restored (one minus one equals zero). This spell may only be used once on any one character after any one draining of life levels. For example, if a character loses five life levels, he may not be fully restored by multiple castings of this spell, since only the first use will have any effect.

Speak with Plants: This spell is the same as Speak with Animals (2C) except that plants are communicated with instead of animals. Note that a cleric may not ask a plant to do anything outside of its normal limits. He may ask a vine to part for him to pass through, but a tree cannot be commanded to pull up its roots and walk around. Duration: 6 turns. Range: 3".

Stigma: The target must be willing to accept a stigma or feels he deserves one. The caster may inflict one of the following: A) a spiritual or non-physical stigma - the caster's level in % is deducted from the target's rolls for a group of related rolls (such as all melee, or all saving throws). B) a minor affliction such as boils, muscle spasms, or night blindness. C) a major physical affliction such as a withered limb, muteness, or deafness. (a) and (b) manifest within one day. (c) manifests within (21-the level of the caster) days with a minimum of 1. Removed as Quest (4C) or by the caster at any time, or by a cleric who knows higher level clerical spells than the caster.

Stop Deterioration: This spell allows a cleric to stop an unconscious or otherwise damaged character from bleeding. The character stops bleeding for 2-12 turns (rolled). Range: in contact with the other person.

Turn Sticks to Snakes: Any time there are sticks of the appropriate size nearby, a cleric can turn them into normal (not monstrous) snakes with this spell. They can be either poisonous or nonpoisonous at the cleric's choice, but a cleric of a lawful nature may only create poisonous snakes as a last resort in defense of the lives of other lawful characters. The cleric can command from 2-16 snakes and these will perform as he orders for the 6-turn duration of the spell. All snakes must stay within 12" of the cleric.

Fifth Level Spells

Anti-Magic Shell: This spell creates a skin-tight field, which surrounds the caster and makes him totally impervious to all magical (not clerical) spells, whether cast by finger or by implement. While the shell is up, the caster may not activate any magical items, and all magical items worn on or in contact with the body will not function. Purely magical damage bonuses of magical weapons will also not travel into or out of the shell. The use of clerical spells is not affected. Duration: 12 turns.

Breathe Water: This spell allows the caster to breathe water for a time period no longer than one turn per level of the caster.

Commune: This spell puts the cleric in immediate contact with the chosen deity of his faith (the referee) and allows him to ask three questions (which all must be asked within one game turn). Communing drains the cleric so much that he may use each of his 5th or higher level spells once in his lifetime to do a commune. For example, a 20th level cleric could do no more than 8 (4 5ths, 3 6ths, and 1 7th) communes in his lifetime unless he goes up to a higher level. Communes should not be used frivolously, but primarily where the safety or lives of one or more of the party are at stake. The questions can be decided upon before casting the spell so they are ready to be asked. Try to prepare alternates based on possible answers, if possible.

Controlled Empathic Cure: This spell allows a cleric to fully cure another character of damage taken, by transferring all the hits taken by the other character to the cleric. If the hits taken are enough to cause the cleric to become unconscious, he will do so, but will not deteriorate towards death from that point unless damaged further. If the hits taken are sufficient to kill the cleric, then the cleric will die, and the amount of damage transferred will only equal the death level of the cleric. Unlike Empathic Cure (3C), the cleric states how many hits of healing will be done. If the damage on the other character is less than the stated amount, the cleric takes the lesser damage. Range: in contact with the other person.

Create Food: A spell with which the cleric creates sustenance for a party of men, in the form of a manna-like substance edible by man and horse alike. The amount of food created is equal to 36 × (the level of the caster - 7) squared pounds of manna, where it takes one pound of manna to feed a man, and two pounds to feed a horse, for one day. The food appears adjacent to the caster.

Dispel Control: This spell dispels any single magical or clerical charm, hold, or other form of mental control. There is a 50% chance of dispeling, reduced by 5% for each level that the caster is below the level of the caster of the original spell. Range 3" radius around caster or 6" for an individual target.

Dispel Evil: This spell allows a cleric to dispel any Evil spell or effect within a 3" radius of the caster. Its effectiveness is based on the relative levels of the cleric and the Evil involved. The chance of dispeling the spell depends on the levels and Wisdoms of both the clerics involved. There is a 90% chance of the dispel working if the cleric and the Evil spell are the same level. A cleric of Wisdom 15 or higher gets +5% in his favor. If the cleric is not the same level, the cleric gets a 10% modifier for each level of difference added or subtracted to the 90% base in his favor. For example a 8th level cleric with Wisdom of

15 trying to dispel an Evil spell of 12th level would have a 90+5-(4×10) = 55% chance of success. Range: 3".

Finger of Death: This spell allows the cleric to attempt to strike down any one being within 12". The being gets a saving throw vs. Death (see saving throw tables). If the being fails to save, it is dead. Note: a lawful cleric may only throw this spell in a situation where he has no other available options and must defend other lawful beings from imminent death.

Insect Plague: This spell allows a cleric to call to him a large swarm of insects and control them, within the 48" range of the spell. The insects will obscure the vision of any creatures in their midst, and will drive off any creatures with less than three hit dice. Note: a lawful cleric may not use this spell to summon poisonous insects except as in Turn Sticks to Snakes (4C). The swarm of the insects may cover no more than a 6" by 6" area up to 1" in height at any one time and must stay within 48" of the cleric. Duration: the insects if not killed or released before then will disperse after one game day.

Locate Person: In order for this particular spell to be effective it must be cast with personal knowledge of who is to be located. Thus the person would have to be known firsthand by the caster in order for the spell to work. The spell gives the user the direction of the person desired, but not the distance. The desired person must be within range to be detected at all. Range: 9" + 1" per level of the cleric casting the spell.

Pathfinding: This spell enables the cleric to determine the quickest way out of a dungeon, forest, castle, etc., even after being teleported (assuming that such a way out exists). This spell may be employed by any one cleric no more than once per day. Duration: until the cleric is out of the dungeon, etc.

Protection/Undead: This spell allows a cleric to protect himself from Undead beings as follows: Each Undead being encountered while this spell is in effect must check separately to see if it can attack or approach within 1" of the caster. Each Undead being is checked only once during the duration of the spell and the result (as far as that Undead being) does not change during the spell. Any Undead being of the same level as the cleric will have a 50% chance of being prevented from attacking or physically approaching (within 1") the caster. This protection is adjusted by 5% per relative level difference between the cleric and the Undead. Thus, if the cleric is one level higher than the Undead, it has a 55% chance of being prevented from attacking the cleric. If the Undead is 3 levels higher than the cleric, it only has a 35% chance of being prevented from attacking the cleric. Duration: 6 turns.

Raise Dead: A cleric may use this spell to bring the dead back to life. This spell may be used no more than once on any particular body on any particular death. If the character is raised and then killed again, he may be raised again. This spell may be used only on beings of a similar type to the cleric (i.e. human or whatever species). A cleric may attempt to raise a body after it has been dead for a period of time, if that time has been no longer than (the level of the cleric) days. In order to be raised, the body must not have been destroyed. Characters raised from the dead remain inactive for two game weeks after the raise, and may not go on expeditions, or otherwise attempt to gain experience, and may not throw magic or fight. If killed again during the convalescence, the character's chance of being raised is halved. The chance of being successfully raised is 90% for clerical types, and 85% for all other character types. If an attempt to Raise has failed, a Reincarnation may still be attempted, but not another Raise Dead spell, of any level or type. Range: adjacent to the body. Note: the effect of the Raise Dead spell is so powerful that it uses up the casting cleric's fifth level spell for one full week, rather than the normal one day.

Regenerate: Heals all damage that the caster has taken that could be healed by healing spells (Cure Light Wounds, etc.) but not special damage needing separate spells (Cure Disease, Neutralize Poison, etc.), at the rate of one hit point per turn until healing is completed. Special forms of damage must be reversed first for the Regeneration to function best. Also note that it would not heal damage inflicted while the Regeneration spell was in progress.

Recover Life Levels (1-5): This spell is the same as Recover Life Levels (4C) except that from 1 to 5 levels are restored. Only one spell or the other may be used after any one draining, and neither spell may be used more than once on any one draining.

Restore Scarab vs. EHP: This spell allows a cleric to recharge (one charge per spell) a scarab or other device designed to protect a character from a clerical Finger of Death spell. An empty scarab or other device may not be recharged in this manner, only one still active.

Sanctify Ground: This spell enables the caster to turn prepared, Hallowed (1C) ground into clerically Sanctified ground, for the purpose of preparing a clerical sanctuary or other holy place. Sanctified ground has the side effect that magical spells will not operate over such ground, up to a height of 24", unless the cleric who Sanctified the ground, or his recognized successor, directly wills the spell to work. Thus, any spell outside the knowledge of the guardian of any Sanctified spot will not function there. This includes any spells in operation at the time of the Sanctifying, Illusionary or magical in nature. Each application sanctifies an area that is within a 3" radius of the caster. Duration: until desecrated.

Vari-heal: This spell allows a cleric to do a cure on a wounded character. A four-sided die is rolled, the result being the number of six-sided dice of basic healing the spell will do. All of the dice are treated as if each one where a Cure Light Wounds (1C) spell in effect, with appropriate bonuses added, and all are pro-rated simultaneously over the course of six phases. This spell

is usable by a cleric no more than once per day. Range: in contact with the other person.

Sixth Level Spells

Create Air: This spell allows a cleric to create enough air for normal breathing by one man for one hour for each level which the cleric has attained. Thus a 24th level cleric trapped in a vault could create enough air for himself for 24 hours, or for 8 hours for three men, per spell.

Cure Critical Wounds: This spell is like a Cure Light Wounds (1C), but the effects are tripled so that three dice are rolled, and all bonuses added to each die. Therefore, this spell does a minimum of 6 points of healing, and a maximum of 24 points (for a Wisdom 18 or higher cleric).

Dispel Demon: This spell allows a cleric to try and be rid of a demon. If the cleric and the demon are the same level, the cleric has a 50% chance of success. Whichever is the higher level, if either, has a 5% bonus per level difference in its favor. Thus a 15th level cleric attempting to dispel a 10th level cleric has a 75% chance of success. In addition, if clerics are Wisdom 15 or higher they gets an extra 5% added to the chance of dispeling the demon. Range: 12 inches.

Non-Deterioration: This spell allows a cleric to stop a character from bleeding to death after unconsciousness, or from otherwise bleeding due to special effects. The spell lasts until the character is damaged again or healing is started.

Part Water: This spell allows a cleric to create a dry surface below the level of water no more than 2" deep for the duration of the spell. This spell can be shaped either as a 2" radius circle or as a 1" by 6" 'corridor', thus making either a dry circle or a subsurface 'bridge'. Range: 12" from the caster. Duration: 6 turns.

Raise Dead and Restore Life Levels (1-4): A cleric may use this spell to bring the dead back to life and at the same time restore 1 to 4 life levels. All the restrictions of Raise Dead (5C) and Restore Life Levels (4C) apply. In particular, this means the six-hour time limit effects of Restore Life Levels.

Recover Life Levels (1-6): This spell is the same as Recover Life Levels (4C) except that from 1 to 6 levels are restored. Only one Restore spell of any type may be used after any one draining, and no spell may be used more than once on any one draining.

Repair Body: This spell allows a cleric to repair or to re-grow missing or mangled parts of a character's body.

Undead Control: This spell allows a cleric to control up to 2-8 Undead beings of fewer than 4 hit dice, and up to 1-4 Undead of 4 or more hit dice. Range: 18". Duration: 9 turns.

Seventh Level Spells

Detect Untrue Answers and Statements: This spell allows the caster to determine whether any being that the cleric is talking to is telling the truth. It does not tell the cleric what the truth might be if the creature is indeed lying, but it does give a true-or-false determination. Duration: 6 turns

Hold Monster: This spell is the same as Hold Person (2C) except it expands the range of what might be Held to include monsters of a non- or semi-intelligent nature. This spell is similar to the magical spell Charm Person (1M) but of more limited duration and of greater effect. This spell applies to all monsters of less than human intelligence, excluding all Undead monsters but including such things as orcs and goblins. It affects from 1-4 monsters (rolled on a 4-sided die) normally, or it can be concentrated on one target, in which case the target subtracts 10 from the saving throw before making the die roll. If the spell is successful, it will cause the held monster(s) to obey any spoken command of the caster even if their languages are different. The victim(s) will not commit direct suicide while under this spell. During the phase in which the hold is thrown, the victim(s) cannot obey commands or carry out actions of their own volition, and thus stand still and neither fight nor act. Duration: 9 turns, unless dispeled, removed by the caster or the caster loses control by going unconscious, dying, or moving outside 18". Range: 18"

Raise Dead and Restore Life Levels (1-5): A cleric may use this spell to bring the dead back to life and at the same time restore 1 to 5 life levels. All the restrictions of Raise Dead (5C) and Restore Life Levels (4C) apply. In particular, this means the six-hour time limit effects of Restore Life Levels.

Read Languages: This spell allows the cleric to read unknown languages on maps and other inscriptions. Duration: one reading. Range: Adjacent to item being read.

Restore Life Levels (1-7): This spell is the same as Restore Life Levels (4C) except that from 1 to 7 levels are restored. Only one Restore spell of any type may be used after any one draining, and no spell may be used more than once on any one draining.

Suspended Animation (self): This spell allows clerics to put themselves into a state of suspended animation, requiring no food, water, or air for a period of time determined by the cleric upon casting the spell, not to exceed the casters level in days. The cleric may be moved, touched, or even killed while in this state. It does not make the cleric invulnerable. It merely provides a way out of certain situations.

Vari-heal: This spell is the same as Vari-heal (5C), but with one added to the 4-sided die roll determining the number of dice of healing. Thus, this spell does 2-5 dice of healing, with bonuses applied to each die as in Cure Light Wounds (1C).

Eighth Level Spells

Cure Very Critical Wounds: This spell is the same as the Cure Critical Wounds (6C) except that this spell does four dice of healing with bonuses applied to each die as in Cure Light Wounds (1C). Thus, the basic range of healing on this spell is from 8-28 (4 dice +4) with bonuses for the Wisdom of the cleric being applied in addition to each die.

Dispel Magic: This spell will allow the cleric to dispel any enchantments of a temporary nature (i.e. any enchantment with a time limit or that lasts until dispeled). The cleric's chance of success is the ratio of his level to the level of the caster of the spell. Hence, a 25th level cleric would have a 50% chance of dispeling a spell cast by a 50th level Mage. Duration: 1 magic phase. Range: 3". Can be aimed at a specific target, or cast generally around the caster.

Raise Dead and Restore Life Levels (1-6): A cleric may use this spell to bring the dead back to life and at the same time restore 1 to 6 life levels. All the restrictions of Raise Dead (5C) and Restore Life Levels (4C) apply. In particular, this means the six-hour time limit effects of Restore Life Levels.

Restore Life Levels (1-8): This spell is the same as Recover Life Levels (4C) except that from 1 to 8 levels are restored. Only one Restore spell of any type may be used after any one draining, and no spell may be used more than once on any one draining.

Speak Languages: This spell allows the cleric to speak and understand any language or dialect that can be normally spoken. Duration: 3 turns.

Poison

There are many different types of poisons that may be encountered in a medieval fantasy setting, and it is impossible to write a set of rules that will handle all of them without difficulty. The following, however, will enable you to handle almost any problems that you might encounter.

The normal forms of poison are those that do all of their damage roughly at one time, with the damage measured in Hit Dice of Damage. Most of the natural poisons from plant and animal sources will be of this type. When the stinger or poisoned weapon of such a plant wounds a creature or character or animal, the wounded being must roll a saving throw vs. poison. If the being succeeds in achieving its saving throw, it takes damage equal to one-half the number of hit dice of damage of the poison. Thus, if it were an 8-die poison, a character that saves against poison would only take four dice of damage from the poison. Whether or not the character achieves his saving throw, the damage from this type of poison is immediate.

Monsters who use poison as part of their natural defenses have what is called a poison Factor. This indicates just how strong their poison is in relation to the Hit Dice of the monster. Thus, an 8-die monster with a poison factor of 1.0 would do 8 dice of damage with its poison. A poison factor of 0.5 would mean that the monster would do 0.5 times its Hit Dice in damage with its poison, and so on. The Poison Factor of any monster's poison also indicates just how easy the poison is to neutralize or make an antidote for. A Cleric, with the Neutralize Poison spell, can neutralize any poison where the poison Factor times the Hit Dice of the poisonous creature does not exceed (Level of Cleric times Wisdom of Cleric, all divided by 10). Thus, if a 10 Hit Die monster with a poison factor of 1.5 were to poison a character, that poison would have to be neutralized by a cleric whose level times wisdom totaled to at least 150.

Furthermore, the antidotes to any poison with a poison factor greater than 1.0 must be manufactured by a Magic User of 11th level or higher. Poisons themselves may be manufactured by alchemists, but only up to a poison factor of 2.0. In addition to poisons of a natural type, there are poisons that do not come from plants and animals, even monstrous ones. These poisons can only be handled by alchemists, and do not often occur in the game. Arsenic is one such poison. Since these poisons are slow acting and cumulative, their damage is not normally figured in Hit Dice of Damage, but simply in terms of whether or not the dosage is a fatal one. Inorganic poisons of this type have results that are based on not one, but two saving throws. The first of these is to determine whether or not the poison was administered in a fatal amount for that character. This first saving throw is as follows: to successfully save against such poisons, the character must roll a constitution based, or pain, saving throw. Thus, for a Constitution 10 character, the needed roll is a 46 or less. If this saving throw is achieved, then a second saving throw is rolled, this time on the normal poison saving throw column, to determine the non-fatal effects. If the second saving throw is achieved, the person suffers only minor effects, such as nausea and dizziness. If the second saving throw is failed, the character falls unconscious until a Neutralize poison is cast on him, or 1-4 days have passed, whichever comes first. If the original, Constitution-based saving throw is not achieved, then the results become more serious. If the character fails to achieve his Constitution vs. poison roll, he must then roll on the regular Poison saving throw column, with the result that failing to achieve this second saving throw will result in death one minute after taking the poison. A neutralize poison can still save the character in this time. If he fails the first saving throw, but successfully makes the second one, he falls unconscious until the poison is neutralized by a cleric. If that is not done within 24 hours, he must again roll a saving throw on the poison column, and again each 24 hours until the poison is neutralized. Failure to achieve any of these saving throws, day by day, will result in the death of the character.

Other types of poison, of a non-fatal nature, are possible, such as: A) Poisons that paralyze the victim. B) Poisons that blind or deafen the victim. C) Poisons that do nothing until combined with something else (such as a poison that causes the victim to turn blue the next time he drinks wine). All these things are possible. They are at the discretion of the referee, and should be used with care. Whether or not any of this type of poison takes full effect is based upon the poison saving throw column on the saving throw tables. If a poison of this type would, in the opinion of the referee, have a partial effect on those who achieve their saving throws vs. poison, then this must be taken into account.

We do not recommend the use of poisoned weapons for general purposes. In our own play, we do not allow the use of any poisoned weapon against any intelligent creature. The only exceptions to this are in cases where monsters have natural poisons. Even evil, chaotic beings have sense enough to know that, if they start violating this compact against poison, then everyone else might do so, and no one wants to keep dodging poisoned arrows.

Clerical Gifts from God

A patriarch (cleric) may be given a gift from God for his faithfulness. A roll is made every time the cleric gains a 5th level spell, starting with his first 5th level spell. The percentage chance for each of these rolls is equal to 25% plus his experience bonus. If the roll is successful, an item is received from the table below, chosen at random. Once an item has been received, no more rolls may be made.

Roll	Item
00-59	Healing Staff (1 die)
60-65	Staff of Striking
66-71	Staff of Withering
72-84	Snake Staff
85-90	Staff of Commanding
91-98	Scarab vs. EHP
99	Special Item

Roll	Special Item
00-04	Staff of Life
05-19	Staff of Death
20-34	Staff of Control
35-39	Staff of Piety
40-54	Healing Staff (2 die +*)
55-59	Staff of Restoration
60-64	Staff of Discovery
65-79	Staff of Speaking
80-94	Staff of Holding
95-99	Roll Twice **

* Roll 1d6. If a 6 is rolled, the staff does an extra die of healing. Continue rolling until a 1-5 is rolled.

** Roll once on the original table and once on the special item table. Combine the results into a single item.

Clerical Order of Friars

Friars are itinerant clerics with no fixed homes or parishes, sworn to poverty and to minister to the spiritual and physical needs of the poor. Friars do not have a formal order but rely on their own conscience to follow their vows.

Prerequisites: None

Money: Members undertake a strict vow of poverty. All money beyond living expenses must be given to the poor or to a charity that ministers to the poor. Like paladins, friars cannot keep magic items beyond what they personally carry with them on their person or personal baggage.

Castles: Friars do not build castles, but may instead found a charity that ministers to the poor in some fashion. They may contribute to their charity any money that they would otherwise be required to give away.

Clerical Spells: Friars get greater numbers of lower level clerical spells at the expense of the higher level spells. Multiply the number of spells from the normal clerical spell progression as follows (rounding up):

0th	×3
1st	×2
2nd	×1.5
3rd	×1
4th	×0.5
5th	×0.25
6th+	none

All spells dealing with nature, traveling, and food or drink are a level lower for friars.

Fighter Abilities: Friars get one fighter ability every 3 levels, starting at 1st (i.e. 1st, 4th, 7th, etc.). The ability chosen can be any level up to and including 3rd, but must follow the normal ability progressions (meaning that weapon +1 must be taken before weapon +2). Friars do not have any weapon restrictions.

Responsibilities and Restrictions:
Friars must always aid and defend the poor.
Friars cannot wear plate or chain-plate.

Clerical Order of the Archangel Uriel

(Urellians)

The Urellian Order is the fighting arm of the Church in the war against the demons. Urellian clerics gain extra abilities and effectiveness against demons or those using demonic powers, and are devoted to rooting out the influences of demons among infidels and the faithful alike.

Prerequisites:

- Wisdom of 13 or higher is required
- Strength of 9 or higher is required

Crystals: Members of the Order will receive one healing crystal per adventure, plus the ability to purchase up to six extra crystals per game month.

Raises: Each Member will receive 1 free raise from the Order. Additional raises are available for free whenever death resulted at the hands of demons or demon worshippers.

Weapon of Power: When a member reaches 8th level, the Order will make a clerical weapon available to the member on request. Usually, the weapon will be on the order of a +1 mace (clerical) with some special effect against demons, but based upon voluntary tithes or documented successes against demonic groups the Order may grant weapons of considerably greater value.

Spell Restrictions:

- All healing spells are straight dice without the +1/die addition. This does not affect spells from healing implements, such as clerical staves. Urelians also do not receive wisdom-based healing bonuses.
- The following spells are denied: Hold Person (2), Hold Monster (7), Quest (4), Stigma (4)

Additional Abilities:

- +1 to Member's Level when dispelling demons or demonic spells.
- + Member's Level (max 20%) to saving throws against demon innate abilities such as life level draining (e.g. a 12th level member would add 12% to his saving throw against an demon's soul drain attack)

Additional Spells:

Reveal Demonic Influence (2) Reveals to the caster any demon, demonic spell, or individual who is controlled by or sworn to the service of demons, out to a range of the caster's level in inches.

Hold Demon (4) Holds 1-4 demons with a clerical saving throw, or may target a single demon with a 10% saving throw penalty. Demons of a higher level than the caster may attempt to break out at the start of each phase at 5% chance per level difference.

Dispel Demonic Magic (4) Attempts to dispel (as a Dispel Magic) magic that is derived from demonic power or knowledge.

Suppress Demonic Magic (5) When cast on an individual it suppresses his ability to cast magic spells that are derived from demonic power or knowledge for 6 turns. The target gets no saving throw, but has a 50% +/- 5% per level difference chance of successfully casting any attempted spell. 12" range, but no range restriction after casting.

Responsibilities:

- Members must do whatever is possible to destroy witches and demon worshippers.
- Members will always interpose themselves between demons and others. Members will always be the last to retreat from demons.
- Members will insist on others regaining lost life levels or correcting other demon-generated ailments ahead of themselves.

The Clerical Order of Hippocrates

Entry requirements: "Pure" clerics only, Wisdom ≥ 13, only a limited number of slots are available (due to the need for extensive training). Characters with positive combat weirdness (e.g. Mace +1 Attack) need not apply. The order must be joined no later than 3rd level.

Limitations - May not use "active" clerical implements (such as staves) of any sort. May not attack unless first attacked. MAY deliberately put self in position to be attacked, such as intercepting an incoming monster (but the monster automatically gets the first blow). Attack levels due to hit dice are halved, rounding down. Defense levels are normal.

Abilities - Receive spells as any other cleric. Only spells on the Hippocratic Spell List can be used.

Bonus Ability - "God, Preserve Me!": Once per day, the cleric may call on his/her deity for protection. For the next 5 minutes (turns), the cleric receives all the benefits of a Regeneration spell, including cheating death, with one exception - the chance of truly dying is <hits points past death level> × 2% (instead of 1%). If the cleric is unconscious or "dead" at the end of the 5 minutes, the ability continues to work until the cleric is conscious again. This ability does NOT require an activate, but it does have to be invoked during magic phase, in lieu of other spellcasting or activation, with the usual penalty of losing one melee blow.

Training - Members of this order must undergo extensive training until they reach patriarch level (8th). During this training, ALL spare (i.e. non-expedition) time and ALL monetary income are consumed by these studies.

Spell Research - All spells marked with a * or ** in the spell lists are known and taught freely by the order to its members. There is no charge other than the training costs of the preceeding paragraph. These spells are different from the standard spells used by other clerics and are thus not usable by them.

Patriarch Level - A cleric of this order who reaches patriarch level (8th) receives an increase in the rate of regeneration from the "God, Preserve Me!" ability, regaining 2 hit points per turn instead of one. A Hippocrat of patriarch level or higher need not tithe at all (unless the "Limits as Paladin" weirdness applies), as long as healing services are made freely available to those who cannot otherwise afford them.

Gift From God - Instead of the standard gift from God, the cleric receives the "Triage" ability: 50% of the time, the cleric will instinctively know which fallen characters are in the greatest danger of death. The rest of the time the cleric must rely on the traditional methods of determination. The 50% check is made per situation, not per fallen character.

The members of the Order of Hippocrates are of limited use when it comes to combat, due to their minimal combat training, lack of any of the usual combat prayers (such as Holy Strength) and their strong philosophy of "Healing, not hurting". But, when it comes to saving the fallen from dying in a pool of their own blood, no other cleric can perform the "hit and run" healing that a Hippocrat can by using one of the Order's variety of instant healing prayers. Likewise, when the battle is over, none can even approach the Hippocrat's total healing capacity.

The healing skills of the Hippocrats are not without price, however. In addition to lacking combat prayers, they also lack many of the standard "utility" prayers that other clerics take for granted, such as Light or Walk On Water. Finally, they favor a "hands-on" (literally) approach to healing and the work of God in general, to the extent of eschewing any clerical implement or artifact that requires activation.

When a Hippocrat is under attack or otherwise endangered, the cleric can be heard to implore "God, Preserve Me!", which seems to happen quite literally as the cleric temporarily acquires remarkable recuperative powers, often surviving wounds that would kill even the sturdiest fighter.

Hippocratic Spell List

Zeroth Level Spells	
1) * Cure Light Wounds	5) Purify Water
2) Detect Evil	6) Sanctify Water
3) Detect Good	7) Turn Undead
4) Detect Magic	

First Level Spells	
1) Calm Animals	6) • Detect Life
2) ** Cure Light Wounds (Instant)	7) Hallow
3) • Detect Clerical Spell	8) Purify Food
4) • Detect Ethics	9) Reduce Fear
5) • Detect Injury	10) * Reduce Poison

Second Level Spells	
1) * Cure Disease	7) Detect Water
2) Detect Alignment	8) * Empathic Cure
3) • Detect Curse	9) Find Traps
4) • Detect Disease	10) • Heal Spirit Being
5) • Detect Magical Spell	11) Tame Animals
6) • Detect Poison	

Third Level Spells	
1) • Benison of Courage	10) • Diagnosis
2) Calm Creatures	11) • Dispel Clerical Spell
3) * Cure Blindness	12) • Freedom
4) * Cure Deafness	13) * Heal Grievous Wound
5) * Cure Insanity	14) • Morimini in Pacem
6) * Cure Paralysis	15) * Neutralize Poison
7) * Cure Serious Wounds	16) Remove Curse
8) • Detect Food	17) * Stop Deterioration
9) • Detect Possession	

Fourth Level Spells	
1) * Controlled Empathic Cure	5) • Pass Safely
2) Create Water	6) • Restore 1-4 Life Levels
3) ** Cure Serious Wounds (Instant)	7) * Vari-Heal (1-4)
4) • Exorcism	

Fifth Level Spells	
1) Commune	6) * Non-Deterioration
2) Create Food	7) • Raise Dead
3) * Cure Critical Wounds	8) ** Regenerate (Self or Others)
4) • Dispel Control	9) • Restore 1-5 Life Levels
5) Dispel Evil	10) Sanctify Ground

Sixth Level Spells	
1) • Create Air	5) • Restore 1-6 Life Levels
2) ** Cure Critical Wounds (Instant)	6) • Repair Body
3) • Dispel Demon	7) * Vari-Heal (2-5)
4) • Raise Dead and Restore 1-4 Life Levels	

Seventh Level Spells	
1) * Cure Very Critical Wounds	3) • Raise Dead and Restore 1-5 Life Levels
2) • Detect Untrue Answers and Statements	4) • Restore 1-7 Life Levels

Eighth Level Spells	
1) ** Cure Very Critical Wounds (Instant)	3) • Raise Dead and Restore 1-6 Life Levels
2) • Dispel Magic	4) • Restore Life Levels (1-8)

• Spell must be researched or taught by another cleric to the character.
* Existing spell moved 1 level lower
** Modified version of existing spell

Clerical Order of Saint Azrael (the Azraelites)

This Order specializes in the battle against the Undead.

The fighting arm of the Church in the war against the DeadAlive, the Azraelites gain extra abilities and effectiveness against all kinds of animated and disembodied undead. While their powers are not enhanced against evil spirits and demons, their unique Determine Bane power allows them to be more effective against such foes as well. Azraelites achieve their added abilities by giving up the study and use of certain standard clerical powers. In particular, Azraelites fixation with combat (vs. undead) make them less effective at healing abilities of all kinds. The Symbol of the Azraelites is the Winged Skull.

Prerequisites:

- Wisdom of 13 or higher is required
- Intelligence of 9 or higher is required
- Strength of 9 or higher is required

Crystals: Members of the Order may purchase up to one healing crystal every game week, for 700 gold pieces apiece.

Raises: Each Member will receive 1 free raise from the Order. Additional raises are available for free whenever death resulted at the hands of undead or necromancers.

Money: The member must make his tithe to the Azrael Order. Additional funds will be appreciated by the Order, and may result in faster promotion of the member within the Order and the loan of appropriate relics to the member.

Weapon of Power: When a member reaches 8th level, the Order will make a clerical weapon available to the member, if he requests one. Usually, the weapon will be on the order of a +1 mace (clerical), but based upon voluntary tithes or documented successes against undead groups, the Order may well grant Weapons of considerably greater value, either initially or at a later time.

Other Organizations: Members will give their first allegiance to the Azraelite Order, but must work with and assist as needed any other Orders recognized by the Church.

Additional Clerical Abilities: Descriptions

+1 to Member's Level when Turning Undead

+1 to Member's Level on number of Undead turned or dispelled

+ Member's Level (max 20%) to Saving Throws against Undead innate abilities, such as life level draining (e.g. a 12th level member would add 12% to his saving throw against an undead's soul drain attack)

New Spells

Determine Bane: 2nd Level Spell. Allows the member to view a creature and determine if it be undead, spirit, some form of demon, or none of the above. The member can then decide on the appropriate type of clerical ability to use. Chance of success is 2 × (level + wisdom + intelligence)%. A failed roll means the member cannot determine the creature's type, unless a roll of 95% + is made, in which case the member guesses wrong. Lasts six turns. *The member may permanently give up a 2nd level spell slot, and use this spell as an inherent Ability, such as the Paladin sense evil ability.*

Resist Drain: 4th Level Ability. Gives the member a saving throw against undead life level draining, where no saving throw was given before. A successful roll halves (rounded down) the number of lives lost. If a saving throw was already available, it is increased by 10%. Lasts six turns. *The member may permanently give up a 4th level spell slot, and gain use of this spell as an inherent resistance, always on.*

Compel Undead to Speak Truth: 4th Level Ability. Compels a single undead target to truthfully answer the member's questions for 6 turns. Of course, if the undead is attempting to kill the member, the answers might not be easily audible.

Hold Undead: 4th Level Ability. Does not work upon animated undead, only self-motivated undead creatures. Holds 1-4 undead with clerical saving throw, or may target a single undead with a 10% saving throw penalty.

Liberate Soul: 5th Level Ability. A high level spell that prevents a body from becoming undead. Duration on a living person is one hour per level of the caster. If cast on a dead body, that body cannot ever be made into an undead (a successful raise erases the Liberate Soul). *The member **must** permanently give up a 5th level spell slot, and gain use of this spell as an inherent Ability.*

Shrive: 6th Level Ability. Increases the chance of increasing a deceased character's chance of raising by 2% (3% for non-clerical types). Once used, the effect upon the body lasts for one hour. A cleric may use this spell upon a body, which has been dead for not more than one hour per level of the caster death. May only be used once a week, and uses the spell slot for the entire week. *The member may permanently give up a 6th level spell slot, and use this spell as an inherent Ability.*

Speak with Dead: 5th Level Ability. Allows the member to speak with the Dead. The member may reach back to those who have been dead for the member's level in years. With special preparations, rituals and time invested, the member may reach back 10 × level in years. Lasts six turns. *The member may permanently give up a 5th level spell slot, and use this spell as an inherent Ability.*

Azraelite Responsibilities

Members must do whatever is possible to destroy Necromancers.

Members will always interpose themselves between undead and others. Members will always be the last one to retreat from undead.

Members must acquire scrolls of Protection vs. Undead whenever possible (i.e. on magic picks).

Members cannot abide items of life-level draining; they will go to extraordinary lengths to 'lose' such items.

Members will insist on others regaining lost life levels or correcting other undead-generated ailments ahead of themselves - giving others higher level restore spells, if it makes a difference.

Members must use the Liberate Soul spell upon themselves when possible, before engaging in combat with Undead, or take Liberate Soul as a permanent, inherent ability.

Azraelite Restrictions

Azraelites do not learn, and may not use, the following clerical abilities:

- Hold Person
- Quest
- Hold Monster
- Insect Plague
- Finger of Death
- Restore Scarabs vs. EHP's
- Fear and Great Fear
- *All Azrael Heals receive no Healing bonus*

Azrael Background

Azrael is the archangel who parts the soul from the body at death, and the therefore otherwise known as the "angel of death." Azrael is often (unjustly) viewed in a harsh light, due to the association with death.

Azrael appears in black robes with black wings. The sight of Azrael's wings are a sign of approaching death.

Azraelites emphasize the good points of death, namely that it is the great equalizer, and that death allows the righteous to go to heaven. Undead are an abomination to them, creatures whose souls have been stolen from Azrael's grasp by the powers of evil. Azraelites always attend funerals and burials, and are often called when someone is near death, to help them on their way. However, Azraelites have a similar reputation to that of undertakers, and are often viewed as omens of approaching death.

Clerical Order of the Archangel Michael

(Michaelines)

The Michaeline Order is the Guardian of the Faithful. They protect pilgrims and holy sites and are in the vanguard of the armies of the church. Michaeline chapter houses are often found in cities that have important holy sites or that are on pilgrimage routes. Michaeline clerics do not lead churches, they lead fighting forces that defend the faithful wherever they may be.

Prerequisites:

- Strength of 11 or higher is required

Warrior Priests and Paladins may join the order, but use their own fighter ability progressions.

Chapter House: Michaelines do not build castles or churches, but instead found chapter houses of their order, and only in response to a true need. When first built, a chapter house will attract 1d4 of Michaeline clerics, of up to 50% of the character's level rolled randomly. Each time the player character goes up a level, a percentile roll less than or equal to the character's charisma will attract another cleric of up to 50% of the character's current level. Additional clerics and fighters can be hired at normal advertising costs, but at only 50% salary.

Crystals: Members of the Order who have not founded their own chapter house will receive one healing crystal per adventure, plus the ability to purchase up to six extra crystals per game month.

Raises: Each Member will receive 1 free raise from the Order. Additional raises are available for free whenever the death was in the defense of the faithful.

Spell Restrictions:

- All healing spells are straight dice without the +1/die addition. This does not affect spells from healing implements, such as clerical staves. Michaelines also do not receive wisdom-based healing bonuses.
- Turns and dispels are cast at ½ level.
- The following spells are denied: Reduce Fear (1), Calm Animals (1), Sanctuary (2), Tame Animals (2), Calm Creatures (3), Greater Sanctuary (4).

Additional Spells:

Bless Weapon (1) As Evil's Bane (3), but makes the weapon +0 vs. evil for cleric's level in turns.

Minor Evil's Bane (2) As Evil's Bane (3), but makes the weapon +1 vs. evil.

Minor Ward Weapons (2) As Ward Weapons (3), but subtracts only 1 per die.

Summon Holy Sword (6) Creates a sword of the cleric's choice that is +3 attack, +3 vs. evil, radiates Light (1), and has the affect of a Bless (2) within the radius of the light (normally 3"). The spell lasts for 6 turns, unless the sword is broken, dropped, or released, in which case the weapon disappears immediately. The casting cleric may use this sword.

Rite of Trial by Combat (1) Sanctifies a single one-on-one combat to settle a matter of honor. The rite takes 10 minutes to perform, and gives whichever combatant is judged in the right by the referee a single automatic critical, with random location but 3rd column seriousness, at a moment in the combat of the referee's choosing. The loser of the combat (by death, unconciousness , or surrender) must abide by the verdict as if Quested, and may be Stigmatized if appropriate to the crime.

Fighter Abilities: Michaelines get one fighter ability every 3 levels, starting at 1st (i.e. 1st, 4th, 7th, etc.). The ability chosen can be any level up to and including 4th, but must follow the normal ability progressions (meaning that weapon +1 must be taken before weapon +2). Michaelines follow the usual weapon restrictions for clerics.

Responsibilities: Michaelines must defend the faithful. They may never abandon a member of the faith who is still living.

Magic Spells

Magic users and magic using combination characters may use magic spells. As a magic user reaches a new experience level, he chooses spells to make up the difference between what he already knows and his new limits as given in the magic user progression table. For example, a magic user has just become 3rd level. She already knew two different 1st level spells, and now can learn a 2nd level spell. The magic user memorizes these new spells and then is able to use them at any time as long as she has sufficient energy, measured in spell points, to cast the spells. Spell points are calculated by adding the hit points and level of the magic user and making any adjustments based on Intelligence (see Bonuses and Penalties in section 1). Thus, a magic user of Intelligence 12, who is 5th level and takes 13 hit points would have 18 spell points per game day. Note that more difficult spells cost more spell points to cast, and thus can be thrown fewer times by a magic user during any one day than a cheap spell. A magic user may not exceed his spell point allotment per day except in order to directly save his own life. His life saving margin of spell points is equal in size to the margin of hits he possesses between unconsciousness and death. In other words, if he takes 13 hits as above, and dies after taking 17 hits, he has a 4 spell point margin for emergencies. A magic user may use part or this entire margin in an emergency as detailed below.

Magic users and elves use the regular magical spells. Illusionists use the illusion spell list provided for their class, and Spellsingers use spellsongs from the list for their class. Clerics use only clerical spells, with their own set of rules. The only spells usable by a fighter or thief are in the form of special scrolls activated by anyone capable of reading them via a Read Magic spell or magic item.

In the case of a damaging spell such as a lightning bolt, the amount of damage done is usually one six sided die for each level of the caster (but can be reduced by the caster if desired). This damage is to be applied to everyone hit by the spell (not divided) unless otherwise protected. There are some spells, which do less than one die of damage per level of the caster, and these are noted in the spell descriptions. Assume one die per level of the caster otherwise. When a spell is cast on a being or object that then makes their or its Saving Throw, the amount of damage done is normally cut in half, unless the spell description states otherwise. Thus, the recipient of a 6 die lightning bolt will only take 3 dice of damage upon making a Saving Throw successfully.

Magic in Theory

While, in history and in fantasy, there have been many ideas of just how magic worked, we chose to adopt a relatively straightforward set of concepts:

1) That magic takes effort on the part of the magic user.
2) That magic requires control of various forces.
3) That there is a connection between the natural elements and the powers of magic.

Concept #1 leads to the concept of Spell Points, a measure of the amount of psychic effort required to cast a given spell. Any magic user has a limited number of these points, and each spell drains the caster at some rate. Magic users of higher level, and therefore with more experience in handling the forces of magic, have more Spell Points, and thus can cast more spells per day. Magic users with higher intelligence have more mental stamina to start with, and thus also get more Spell Points.

Concept #2 is behind the concept of Spell Levels, since each level contains spells of approximately the same degree of control of magical forces. Thus, while a Sleep spell may cost 3 Spell Points, and Detect Water only 1, both are basically the same levels of complexity in the magical forces used and controlled by the caster. Therefore, a spell of higher Level may not necessarily have a higher Spell Point cost, since the two measure different things.

Concept #3 gives us the basic idea of Magic Classes. These Classes, explained further in the basic rules on Magic In Practice, follow the four classical elements of Earth, Fire, Water and Air, with two other classes appropriate to magic, Personal Will, and Outside Forces. All magical spells may be assigned to one of these six Classes, whether directly due to their nature (Fireball in the Fire Class, for example) or due to their symbolic feeling, which is a thing important to most magic. Thus, Lightning spells are in the Air Class, since natural lightning comes from the sky. By devoting his study to one of these Magic Classes, a magic user improves his ability to cast spells of that type, as explained elsewhere.

Thus we have the limits on what levels of spells a magic user can cast in relation to his own level of experience (see Advancement tables), and also the limit on his own personal ability to throw spells in general, reflected by his spell points. As you can see from the Advancement tables, there is a limit to the number of different spells, which a magic user can learn, based on the level of the magic user. This is because we have assumed that there is at least some difficulty in mastering any given spell, and that attempting to learn more than one's capacity, based on one's abilities and experience, could cause disastrous results. Rather than use a system of measuring the likelihood of spell casting errors, we limit the number of known spells to that which a magic user at each level can cast without error under normal conditions.

Once a magic user has memorized a spell, he has it at the tip of his tongue (or finger) and may use that or any other memorized spell as long as his spell points last. For example, a 12^{th} level magic user with 40 spell points could spend them all in casting first level spells (somewhere between 10 and 40 of them) if they so desired, or on some combination of higher level spells (which is a much more likely case).

The main thing to remember is that there is a difference between magic and miracles. Magic has its own consistent rules and limits. Just because you think it would be nice to have a spell does not mean it should exist. A first level

spell of Obliterate Enemy might be useful, but not good, since it would be completely out of line with the other first level spells. We realize that this example is a silly extreme, but we have seen many suggested spells that had to be turned down for just that reason. You may notice that some of the spells on our lists do not match those published by others as to Spell Level. The reason is simple; if a spell is too powerful to be controlled as a first level spell, we do not allow it to be a first level spell. Just remember that in your own play, and you won't run into the problem of what to do when the enemy magic user throws his 4000 die X-ray Laser spell at you, when you know that the guy is only a 5th level magic user. Magic without limits is not usable in a game, and isn't feasible in a world of any kind, real or imaginary.

Casting Magic

There are a few steps to be followed when casting magic and resolving the effects.

First, the magic user must know the spell and have enough spell points left to cast it. Also, he must be able to aim the spell (usually by pointing) and sub-vocalize it. This means that he can't be paralyzed and must be able to see the target or area to be hit. Additionally, he must be able to direct sufficient attention to hitting the target. For example, if a magic user is engaged in physical combat against one opponent, he can't take time out to fire a spell somewhere else. He can cast a spell on himself or in the direction of his opponent, and that is the limit. Furthermore, if the caster is casting one of his highest level magic spells, the strain of doing so prevents the caster from taking any blows or parries in the following melee phase, and he will defend at 0th level if anyone takes blows on him.

Second, magic takes time to cast. If many characters perform actions in the Magic and Archery portion of a phase, then the order in which things occur is determined by the dexterity count of each action, as described under "Time and Movement". The basic dexterity count formula indicates when a caster starts his spell. The delay in casting is 1 dexterity count per spell point.

Very high cost spells may finish casting at negative dexterity counts by this formula. Melee may be considered to start at dexterity count 0. Any spells that finish after that point may therefore be resolved after the first blows of melee. Recall that there are 100 dexterity counts in a phase. A few spells take longer than this to cast and are resolved on the following phase.

Note the Blows vs. Dexterity table in the Combat section can be used to mix magic, archery, and combat. This is an experimental table to be used only to determine who goes off first if it would affect the outcome of a battle in some fashion. You will not need to refer to it unless a blow might have stopped a spell from going off, etc.

It also takes time to stop a spell, at least voluntarily. It takes a time equal to (36-DEX)/4 dexterity counts to do so after the count at which the decision is made. If this is less than halfway through the spell, then the spell may be stopped, with only a fraction of the spell points being used.

If a spell caster is interrupted (paralyzed, knocked out, etc.) before halfway through the casting, the spell dissipates. If the caster is interrupted after at least half of the spell is cast, however, then the magic energies that have been gathered may no longer be suppressed. Unless the caster is slain or his mind destroyed, the spell will go off as scheduled. In both cases the magic user has activated magic and needs the time required by that spell to be able to throw again.

Third, the spell caster must check if he actually hit his intended target. Personal spells do not need to be aimed. Success in hitting an area or individual is resolved by consulting the Magic Archery Table on page 7 and making a percentile roll. The top lines of this table give the basic chance of hitting at various ranges. To hit, the roll must equal or be less than this base after adjustments. The adjustments to the base are given in the next four tables. Note that as with the combat system, a roll of 00 will always hit and a 95 or more will always miss. A sufficiently high roll can fumble.

If the roll indicates failure, then the caster's aim was bad and the spell scatters. The referee should roll on the lower table once for each direction in which scatter may occur. Each roll is a percentile number and an additional die as a determiner for each dimension the spell can scatter: Left/right; high/low; long/short; bigger/smaller. The percentile number indicates the amount of scatter and the additional die indicates whether a miss goes left or right, high or low, and so on. For example, a spell pellet may normally scatter in each of three directions (vertically, laterally, and in distance). Cone spells are an example of a spell that can only scatter in the first two dimensions. Vari-spells can scatter in all four. If the miss was bad enough to fumble, then the scatter distance is doubled. An individual spell that scatters does not hit its intended target, even if the rolls indicate zero scatter distance. Another target may lie along the actual line of fire, though.

If the caster was not interrupted in the act of casting, then this procedure gives the final location of the spell. Otherwise, an additional step is required. When a caster is knocked out (paralyzed, etc.) during casting, additional scatter is automatic from the position determined above. Further scatter distance is determined for each possible direction of scatter and then multiplied by the number of dexterity counts before the spell casting that the caster was interrupted. This is the actual destination of the spell. Obviously, a high-spell point cost spell can scatter a long distance if the caster is interrupted midway through it.

Fourth, the referee should determine who was affected by the spell. Spells that can affect multiple targets have a defined shape, either an area or a volume, centered at the targeted spell location. Certain spells with physical effects (such as Lightning Bolt or Fireball) must expand to their full size, blowing open doors or spreading around corners as necessary. For nonphysical spells, though, the caster must be able to see the area and, in effect, impose his will upon it. Thus, area spells of this type are stopped by walls, doors, thick bushes, and so on. In any case, however, any part of

the spell that lies beyond its maximum range or beyond 24" ceases to exist.

Once the area occupied by a spell is determined, all entities in that area are affected. Certain spells (such as Hold Person) only affect a limited number of targets. In this case, targets are chosen randomly from the set of candidates. If the referee is determining the positions of characters by the locations of miniatures on a tabletop, then sometimes a character will lie on the boundary of a spell as measured by his distance from the spell center. In such cases, the referee should judge what fraction of the character is in the spell and check the chance (with that probability) that the character is completely affected or not affected by the spell.

Fifth, the effect of the spell must be determined. In Warlock, magic does not always work to its maximum potential. Thus, every living being and some magically enchanted items have some degree of innate resistance, called a Saving Throw, versus magic. This is a die roll. If it is made, the spell will have only a reduced effect or no effect on its target.

Non-damaging spells usually have an all-or-nothing effect on the target. For example, if a Charm Insect spell is thrown at an insect and it rolls the appropriate Saving Throw (10 or less on percentile dice for most normal insects), then the insect goes its way undisturbed. A very few spells of this kind (such as Power Word) have a partial effect if the Saving Throw is successful. Of course, anyone may will himself to be affected by the magic if he knows it is coming, and he may wish to do so in the case of beneficial magic. You may not wish to do this if you expect a damage-causing spell to be thrown on you during the same phase – it could be bad for your health!

If the spell causes damage, then each person takes damage based on the level of the spell. A 10^{th}-level Fireball hitting 3 people does damage based on 10 dice to each person (not 3 ⅓ dice each). Beings who make their Saving Throws take half this damage (roll half as many dice). The damage to each being is rolled separately. (The referee may choose to ignore this in certain extreme cases, such as 500 goblins being hit by a single Macro-Ball spell.) The results of rolling the damage individually are generally worth the extra time. It means that a single spell will not have as extreme an effect as is otherwise possible, since an individual roll of the dice won't affect everyone.

Finally, there are just a few extra rules concerning the casting of magic. Under most conditions, a magic user may not cast more than one spell, or activate more than one magical implement, per turn (6 phases). Thus, a magic user who cast a spell on phase 3 of a battle could not cast another spell or activate any magic implements until phase 9 of that battle. The only exceptions to this rule are stated in the spell descriptions.

Normally, the number of spell points a magic user has act as a limit to the amount of magic he can cast per day. That number of spell points may be slightly exceeded under conditions that the referee will agree constitute a life-or-death situation as follows: Any magic user has a margin of extra spell points. This "spell point margin" is equal in size to his Death Margin of Hits. A magic user may use part or this entire margin in an emergency. If he casts a spell that would use up more than the remaining points of his margin, he falls unconscious for 1-6 turns and cannot cast any magic nor activate any magical implements for the rest of that day. He also moves (after awakening) at ½ his normal movement speed for whatever he is carrying for the rest of the day. Furthermore, if the remaining points in the margin were not enough to complete at least half of the life-or-death spell, it simply fails to go off and the caster falls unconscious anyway.

Magic spells cast by items generally follows the same rules as spells cast by finger, whether a magic user or some other character wields the item. If the item is a spell-storing item filled by a character, then the delay in casting is the same as the delay to the character who filled it (in other words, the delay is equal to that character's spell point cost for that spell). For most items though, there is no spell point cost involved, so the delay in casting is a number of Dexterity Counts equal to the level of the spell being cast. Wands and staves require a spell to activate, and the casting of that spell is used to figure the delay. Incidentally, the one-per-turn limit to activating magical implements applies to all characters, not just magic users. All items that cast spells have an inherent level, typically 10^{th}, and cast spells as a magic user of that level would.

Common Spell Descriptions

Certain types of spell occur many times in the spell tables with only one or two distinctions between different spells of the same type. Since spells of a type basically operate in the same way, the common rules for using all of them are given here. Individual differences are explained in the spell descriptions. The spell type will be found there as a part of the spell name.

Ball: This describes a spell shape that is a sphere created by an explosion. The standard sphere is 2" in radius. Other ball sizes are possible, but these are identified either by a prefix in the spell title (e. g., Maxi-Ball) or explicitly in the spell description. If the size is not specified, assume the standard size. Seen from above, a ball spell will affect a circular area. Always remember, however, that the true shape is a sphere, not just a circle. If the spell is confined it will expand in whatever directions are available to fill its normal volume. In this case, the outside free surfaces of the spell will all be the same distance from the origin of the explosion. For example, a ball detonated against the ground will expand to fill a hemisphere 2 ½" in radius.

Ball spells originate as a pellet fired by the caster to the desired point of detonation. If this pellet should strike an obstacle before arriving, then it will bounce off at an angle like a physical object (think of a billiard ball). The pellet will explode when it has traveled the intended distance (a time fuse, if you will).

The only exception to this are the various Microball and "Ball of" spells, which are designed to discharge or detonate on impact.

Bolt: This is a spell that is cast as a pellet like a ball spell. At the point of detonation, the pellet becomes a shape 6" long in the direction it was traveling and no more than ¾" wide. The caster may narrow the bolt down to ¼" but may not normally change the length. This is true of other length bolts as well, which are identified by a prefix in the spell title (e.g., Mini-Bolt) or explicitly in the spell description.

If the spell pellet strikes an object before traveling its intended distance, then it will rebound like a physical object. This will change the direction the bolt travels after detonation, because the motion of the pellet determines that just as it explodes. If the bolt strikes a large obstacle such as a wall, it will stop expanding at that point and gouge out a hole in the obstruction. Certain unusual surfaces, such as polished steel or magically reinforced walls, will not be damaged by the bolt but will instead cause it to reflect directly back along its previous path. In this case, a bolt that inflicts magical damage will do so each time it passes through a person. A bolt may not turn through more than 360º by successive reflections (it ends instead). So the good news is you will only be in your own spell twice if you somehow shoot your bolt sideways in a 1" wide corridor. The bad news is you will take at least your level, possibly twice your level, in dice of damage. Most magic users will not survive this, so be careful where you aim your bolt spells!

Charm, Hold, and Control spells: These spells allow the caster to take control of the actions of one or more entities of a particular type. If the spell affects multiple targets, then the area of the spell is 6"×6" square. If the spell affects a limited number of targets, then the actual targets are chosen randomly from among those in the area. Each target makes a Saving Throw versus being affected at all. Those who fail are immobilized for 10 seconds (meaning until after magic is cast on the following phase). After that, affected targets must obey the caster's commands for the duration of the spell. When the spell ends for any reason, the target is again immobilized for 10 seconds.

Most control spells allow the target to understand the orders of the caster. These orders must be vocalized to have any effect unless the target of the spell does not normally vocalize (the target of Charm Plant, for example). A target that receives no comprehensible orders may do as he wishes. A target continues to fulfill any old orders, if possible, until a new order is received. These commands may need interpretation by the target in some cases. If so, the target must use his judgment in carrying out the caster's intention honestly.

The controlled being may not be ordered to commit suicide or to do anything that will result unavoidably in his death. Thus, a target may be ordered to fight a hopeless battle on behalf of the caster, since there is always a chance of victory, but could not be directed to walk into a pit of molten lava. Orders of this type are simply not fulfilled and additionally the target is allowed a new Saving Throw to end the spell.

Generally an individual may control more than one target at a time to the limit of his attention, but he may not control targets acquired from more than one control spell. Also, no individual may be under the influence of multiple control spells - a new spell breaks the effect of the old one. A controlled individual may control others.

Duration: Any control spell ends if the caster dies, becomes unconscious, or moves out of the spell range of the target. Additionally, some spells have a given maximum duration.

Cones: This describes a spell shape, specifically a solid cone emanating directly from the caster's finger (or appropriate appendage). A standard 6" cone is that length in the desired direction and 3" in diameter at the far end. Other cone sizes are possible, but these are identified either by a prefix in the spell title (e.g., Maxi-Cone) or explicitly in the spell description. If the size of the cone is not specified, assume the standard size.

When fired horizontally, a cone affects a triangular area as seen from above. The true shape of the spell may sometimes have to be considered, though. For example, a cone fired at the ground from overhead will affect a circular area.

Detect spells: This kind of spell gives a yes or no answer about a particular substance, concept, or form of energy within range. The target of the Detect does not make a Saving Throw. A Detect may be used in three ways:

1: It says whether the thing it detects is anywhere within range, and gives an azimuth with an error of 60º (the referee selects a direction randomly distributed in a 120º cone).
2: The Detection is focused on a chosen direction. If the thing it detects is in that direction, detection is certain. If the thing it detects is not within 60º, detection is impossible. For intermediate directions, the detection chance drops linearly with angle from 1 to 0. To sweep a complete circle this way takes 6 phases, and a sphere takes 12.
3: It says whether the item or location it is directed at have the property it detects.

Duration: Instantaneous as a cast spell. Detects are often built into items as continuous spells, however. Range: 1"/level of caster or item (or per IQ point of a sword, an exception) to a maximum of 24".

Measure spells: A spell of this kind generally acts as a Detect. Additionally, Measure gives a numeric or multiple-choice answer about that which it Detects (or that which has already been found if the spell doesn't contain a Detect). Duration: as Detect. Range: as Detect.

Walls: Wall spells can be cast in two basic shapes as desired by the caster. The first is a simple plane, 6" long by 2" high by ½" thick. The second is a cylinder of the same height and thickness and 3" in diameter. A wall spell is always cast upright resting on the ground and cannot, for example, be materialized above an opponent's head to crush him. If a wall spell is cast in such a way that a solid object

(such as a physical wall, ceiling, or a person) prevents the wall from reaching its maximum dimensions, the magical wall simply stops at the point of contact, possibly forming a closed container. If a flat wall is being created, then it may be thought of as growing outward from the center of its bottom edge until obstructed. If a cylindrical wall is created, then it may be thought of as expanding outward from the point on the bottom edge nearest the caster.

Magical walls are either immaterial or solid. Immaterial walls (light, dark, and so on) may be passed through freely, possibly after suffering damage or other effects. Material walls, though, may not be passed through unless a hole is made. To make a hole requires inflicting hit points of damage equal to the hit points of the wall, which are the level of the spell caster times the level of the spell. For example, a seventh level magic user creates an Ice Wall with 28 hit points. Each kind of wall subtracts a particular amount of damage, called a threshold, from any attempt to damage it, and the remainder is the actual damage done. Damaging spells do full damage without a Saving Throw. Some forms of damage (for example, poison gas) may in the judgment of the referee do no damage to most walls. Some, such as fire versus an Ice Wall, may do more damage by ignoring the damage threshold. If a hole is made with weapon blows, it will be barely man-sized. A large-area spell, however, will damage or destroy the entire length of wall in the spell.

Spell Modifiers

The following prefixes tell you about how the spell is different from the basic spell of that type:

Vari: This prefix indicates that the caster of the spell can make the length or radius of the spell varies from nearly zero to the maximum normal size of that spell. The caster has full control over this change; that is, the caster can state that "I want that Vari-Ball to have a radius of 1.4 inches" and it will have that radius when it explodes. This does not mean that they will always be able to tell just what size is needed, however. When this or any other prefix is attached to a Bolt spell, the spell is assumed to be a Lightning Bolt. Thus a Vari-Bolt or a Mini-Bolt are both of the lightning variety. In the same context, Ball Spells are assumed to be Fire unless stated otherwise. Thus, Vari-Ball is short for Variable Fireball.

Micro: This prefix attached to a spell indicates not one but two modifications. The first is that it is a magical sniping weapon, and can be aimed at any visible target within range. The other modification is that this type of spell may be fired every phase instead of every turn, as normal magic is. This allows a magic user to fire a Micro spell of whichever type he is using at a different target each phase, indefinitely (or as long as his spell points last). Each Micro-whatever costs the spell points listed for that spell in the spell table, which makes the rapid-fire advantage an expensive one. Once the magic caster stops firing, he may not cast a spell of any type for the normal 6-phase time period.

Mini: This indicates a spell of ½ the normal radius or length of the basic type of spell, or in some other way of reduced effect. Thus a Mini-Bolt is 3" long, a Mini-Ball 1" in radius.

Maxi: This indicates an improved coverage by the spell. In the case of a Maxi-Sleep spell, the effect is much greater than that of a Sleep spell, but of limited duration.

Mega: This indicates a further stage of enlargement. For example, Mega-Ball is 4" in radius, but with reduced damage effects.

Macro: This is the descriptive term indicating an enormous effect. For example, a Macro-Ball spell is 6" R.

Magic Classes

Magical spells are divided into six classes based on their effects. All magic-using characters must pick a magic class specialty when they are able to select their first second-level spell.

Whenever a magic-using person throws a spell from this specialty class, the spell point cost is 10% less than it would normally be. (Round fractions off, with a minimum adjustment of 1.) Specialization and special characteristics do stack. Only passive spells (Detects, Read Magic, and similar spells) may be reduced to 0 spell points, and the maintenance cost on maintained spells may never go below 1. On the other hand, whenever a character throws a spell from the magic class that is opposite the specialty, the cost adjustment is reversed. The column headed Magic Class on the tables gives the class of each spell. The classes are:

1: Earth, Body, and Inanimate magic.
2: Fire and Destructive magic.
3: Magic of the Personal will, the general 'Magical' effects.
4: Magic of Outside Forces, Spirits, and Detection.
5: Water, Life, and Cold magic.
6: Air, Electricity, Light, and Heat magic.

The three pairs of opposite classes are 1 and 6, 2 and 5, and 3 and 4.

Certain spells have been placed in their classes as a matter of playability or in order to avoid philosophical debate over the actual basis of a type of spell. These exceptions are minor, and I hope you will forgive us for them, for they were necessary.

A referee just setting up a campaign by our rules should consider the concept of spell classes to be optional until the rest of the system is familiar, especially if a lot of the players are beginners.

Researching Magic

We have found that, in beginning a series of games, it is worthwhile to limit the spells available to magic users. This gives them an incentive for finding the lairs of hostile magic users (in order to find books of spells) or seeking out friendly higher level magic users (which often leads to adventures) or researching new spells on their own. Researching spells in our system is done by the following formula: The cost of researching any spell, in both spell

points and gold pieces, is 25 (Spell Point Cost of Spell + Level of Spell)(Level of Spell squared). This means that for a first level spell costing 3 spell points to cast, it is 25 × (3 + 1) × (1 × 1), which equals 100 spell points and gold pieces. That isn't much, although it is a few weeks of work for a low-level magic user. Now, when you want to research a 4th level spell costing 6 spell points to throw, the numbers become 25 × (6 + 4) × (4 × 4), which is 4000. Higher level spells are time- and money-consuming. The Magic Spell Research Cost on page 8 provides a convenient reference for this cost.

No magic user may research a spell of a level higher than that he is capable of throwing. A spell may not used or taught to others until the mage is able to throw the spell. You can find it useful to start research early, so that when the mage has an openning available it will take very little time to finish the research. For example, an 7th mage may take Haste as the first 4th level spell, because it is known and can be learned quickly. Research can then start on a new 4th level spell that is not yet known. If research would be completed before reaching 8th level, the research stops just 1 spell point shy of completion until there is a spell opening for that spell. In this way you can often have spells ready or close to ready when you have a new openning for a higher level spell.

No magic user may change spells once learned, so it is often useful not to learn a new spell when reaching a new experience level, so that a useful new spell may be learned later. Being drained life levels does change the list, either.

Once a Mage has researched a new spell and has memorized it, the Mage may teach it to other Mages freely or sell the rights to it in order to recover some of the expended gold. The spell can also be written down for another Mage, allowing that other Mage to learn the spell at a later date for no spell point cost. The time it takes to do this is one hour per level of the spell. For a smaller investment of time, equal to (spell point cost) × (level) in minutes, notes can be written for a spell that will reduce the research cost for another Mage by a factor of five.

At the discretion of the referee, players may invent and research new spells. Any referees should obtain a careful description of the new spell and agree as to its level and cost before it is researched and used. A little work should allow comparison with an existing spell.

For purposes of starting a series of games, we suggest that you allow only a few basic first level spells to be available, with others needing to be found or researched. The ones we recommend as a basic list of ten known spells are Charm Person, Detect Magic, Hold Portal, Light, Match, Protection, Read Languages, Read Magic, and Sleep. (Equivalent lists may be devised for Illusionists and Spell Singers.) These allow beginning magic users to have something to work with, and a lot to work for.

Spell Tables

The spell tables provide a convenient list of all spells alphabetized for each level. For each spell, the table gives the magic class, the cost for throwing the spell, the duration of the spell, the range of the spell in inches, and its size and shape. These last three are sometimes hard to summarize in a table, so some explanation is required.

In the table, "*" indicates that the actual spell description should be consulted for a full explanation. The mark of "**" means that the general spell descriptions should be consulted. For many spells, the duration, range, or size depends on the level of the caster. Here "L" is short for that level.

For the spell duration, the time given is for the primary effect of the spell. Many spells last for a fixed duration as given. In some cases the duration is indefinite - the spell lasts until it is dispelled, or it is broken by a particular circumstance, as described for each such spell. Spells that last for shorter times will also be terminated by a dispel. Some spells cause a permanent effect, such as damage-causing spells, or being turned to stone. For these cases, the time given is the time it takes for the effect to happen, not how long it lasts.

The Range column gives the distance the spell can be cast, and in some cases the maximum distance at which it has an effect, shown in parentheses. For example, Ventriloquism (1M) can only be thrown on yourself, and hence it has a range of 0, but it allows you to throw your voice 6 inches, a 6 inch effect. In most cases, the effect range is not given, but is easily determined from the spell shape and size. Spells with a range of zero either affect just the caster (e.g., Protection, 1M), are centered on the caster (e.g., Light, 1M), or start at the caster's finger (e.g., Cold Cone, 3M). "Sight" means the range is limited only by the magic user's vision.

The last column on the spell table is the size and shape of what can be affected by the spell. Most of the shapes are defined above. Others are as follows: "Self" means only the caster can be affected. "Individual" means that only an individual being or object can be affected. "Area" means a box-shaped area of the length, width, and height given. For a "beam", the dimensions given are the length and diameter of the beam. The same applies for a "jet"; however, solid objects in its path may deflect a jet. Spells with a radius affect a volume similarly to a ball, but there is no compression modification if walls get in the way.

Magic Archery Table

Range	0-3	4-6	7-9	10-12	13-18	19-24	25-36	37-48
Base	75	70	65	60	55	50	45	40

Modifiers Due to Caster	**Base adjustment**
Caster's Dexterity	+ Dex
Caster's Level	+ Level ≤ 20
Caster has Good/Poor Aim with Spells weirdness	+5/-5
Caster's Movement / Caster in melee (Use largest only)	-1 per inch / -10
Caster Damaged while casting	-10

Modifiers Due to Single Target	**Base adjustment**
Target's Movement / Target is in Melee (Use largest only)	-1 per inch / -10
Target is Dodging	-10
Target is 1/3 / 2/3 Concealed	-10 / -20
Target is Displaced	-10

Modifiers Due to Area Target	**Base adjustment**
Movement of target area (Group)	-1 per inch
Firing past Small / Large Obstacle	-10 / -20
Edge of spell through melee, per occurrence	-10
Easy / Medium / Difficult Placement	0 / -10 / -20

Other Modifiers	**Base adjustment**
Unusual Casting Position	-20
Firing Through a Melee (Projectile spells only)	-10
Fixed Range Spell (such as a Cone spell)	+5
Variable-size spell	-10
Individual, non-physical spell (such as Charms)	+15

A roll of 00 always hits. A roll of 95+ always scatters.

A fumble doubles the scatter distance. A critical has no special effect.

Scatter Distance

		0	**¼**	**½**	**¾**	**1**	**1 ½**	**2**	**3**	**4**
R	**0-3**	00-09	10-69	70-99						
a	**4-6**	00-09	10-54	55-84	85-99					
n	**7-12**	00-09	10-45	46-72	73-90	91-99				
g	**13-18**	00-09	10-35	36-56	57-73	74-90	91-99			
e	**19-24**	00-09	10-29	30-47	48-62	63-79	80-94	95-99		
	25-36	00-09	10-23	24-36	37-47	48-62	63-78	79-94	95-99	
	37-48	00-09	10-20	21-30	31-39	40-52	53-66	67-83	84-96	97-99

Distances are in game inches.

Roll once for each direction in which scatter can occur.

All scatters are measured from the pellet of the spell or from the center of the area, if the spell has no pellet. For a Cone spell this is halfway down the apex of the cone.

If the caster is dropped before finishing a spell: First, check for scatter normally. Then multiply all distances by the number of counts remaining in the spell from the point the caster dropped. Note: The caster must still be alive and the spell must be at least up to the halfway point for it to complete. Spells requiring conscious control, such as Phantasm and Illusion spells will be poorly formed if too many counts have passed.

Magic Spell Research Cost

	Spell level							
Spell points	1	2	3	4	5	6	7	8
1	50	300	900	2,000	3,750	6,300	9,800	14,400
2	75	400	1,125	2,400	4,375	7,200	11,025	16,000
3	100	500	1,350	2,800	5,000	8,100	12,250	17,600
4	125	600	1,575	3,200	5,625	9,000	13,475	19,200
5	150	700	1,800	3,600	6,250	9,900	14,700	20,800
6	175	800	2,025	4,000	6,875	10,800	15,925	22,400
7	200	900	2,250	4,400	7,500	11,700	17,150	24,000
8	225	1,000	2,475	4,800	8,125	12,600	18,375	25,600
9	250	1,100	2,700	5,200	8,750	13,500	19,600	27,200
10	275	1,200	2,925	5,600	9,375	14,400	20,825	28,800
11	300	1,300	3,150	6,000	10,000	15,300	22,050	30,400
12	325	1,400	3,375	6,400	10,625	16,200	23,275	32,000
13	350	1,500	3,600	6,800	11,250	17,100	24,500	33,600
14	375	1,600	3,825	7,200	11,875	18,000	25,725	35,200
15	400	1,700	4,050	7,600	12,500	18,900	26,950	36,800
16	425	1,800	4,275	8,000	13,125	19,800	28,175	38,400
17	450	1,900	4,500	8,400	13,750	20,700	29,400	40,000
18	475	2,000	4,725	8,800	14,375	21,600	30,625	41,600
19	500	2,100	4,950	9,200	15,000	22,500	31,850	43,200
20	525	2,200	5,175	9,600	15,625	23,400	33,075	44,800

Body Destruction Saving Throw Table

Body Destruction Saving Throw					
Amount over Death (Round down)	Fire	Lightning	Energy	Acid	Heat
1.0	95	95	95	95	95
1.1	93	95	95	90	95
1.2	90	95	92	85	95
1.3	85	92	89	80	92
1.4	80	89	86	75	90
1.5	75	85	84	70	88
1.6	70	80	81	65	85
1.7	65	75	79	60	83
1.8	60	70	76	55	80
1.9	55	65	73	50	78
2.0	50	60	70	45	75
2.25	45	55	65	40	73
2.5	40	50	60	35	70
2.75	35	45	55	30	65
3.0	31	42	50	25	60
3.25	28	39	45	20	55
3.5	26	36	40	20	50
3.75	24	34	35	17	45
4.0	21	31	30	14	40
4.5	19	29	35	12	35
5.0	16	26	30	10	30
5.5	13	23	20	8	25
6.0	10	20	10	6	20
7.0	7	15	7	5	15
8.0*	5	10	5	4	10
9.0*	5	5	3	3	5
12.0*	0	0	0	0	0
15.0*	-5	-5	-5	-5	-5

* A 5 or less will always save. The saving throws of these damage levels only come into consideration if a protection item or spell is affecting the body.

FIRST LEVEL MAGICAL SPELLS

Spell Name	Magic Class	Spell Points	Duration	Casting Range	Size and Shape
Activate Wand	4	1	1 Dex count	0	Individual
Blaze	2	3	1 Turn	12	1” Radius
Charm Animal Class	5	4	Dispel, broken	12	Individual
Charm Animal (specific type)	5	3	Dispel, broken	12	Individual
Charm Person/Specific Intelligent Race	3	4	Dispel, broken	12	Individual
Detect (Complex)	4	2	1 Dex count	1/L, max 24	**
Detect (Simple)	4	1	1 Dex count	1/L, max 24	**
Hold Portal	3	3	2-12 Turns	1	Individual
Individual Silence	6	2	Dispel, broken	3	Individual
Light	6	3	6 + L	0	3” Radius
Match (light fire)	2	2	1 Dex count	6	½” Radius
Muscle Spasm	1	3	1 phase	3	Individual
Protection	4	3	6 Turns	0	Self
Read Languages	3	1	1 Turn	0	Self
Read Magic	3	1	1 Reading	0	Individual
Silence, 1” Radius	6	2	6 Turns	12	1” Radius
Sleep	1	3	Dispel, broken	24	6” × 6” × 1” Area
Sound Amplification	1	2	6 turns	0	Self
Spark (Electric Match)	6	2	1 Dex count	6	½” Radius
Super Match	2	4	1 Dex count	6	½” Radius
Telescope	1	3	6 Turns	0 (sight)	Self
Ventriloquism	3	2	6 Turns	0 (6)	Self

SECOND LEVEL MAGICAL SPELLS

Spell Name	Magic Class	Spell Points	Duration	Casting Range	Size and Shape
Activate staff (1 type)	4	2	1 Dex count	0	Individual
Aurora (Light Wall)	6	3+1/Turn	Maintained	6	½” × 6” × 2” Wall
Awaken	1	3	1 Dex count	24	6” × 6” × 1” Area
Continual Light	6	5	Dispel	12	12” Radius
Create Sound	6	3	1 Turn	6	Audible
Darkness	5	3+1/Turn	Maintained	0	3” Radius
Deodorant	1	3	1 Day	1	Individual
Detect (Concealed or Mental)	4	2	1 Magic phase	1/L, max 24	**
ESP	3	2+1/Turn	Maintained	0 (6)	Self
Extinguish Fire	5	4	1 Magic Phase	24	3” Radius
Fireworks	2	5	1 Turn	24	6” Radius
Flaming	2	3+1/Turn	Maintained	0	Weapon
Flash	2	5	1 Dex count	6	Sight
Freeze Water	5	3	1 Dex count	6	1” Cube
Gliding	6	3+1/Turn	Maintained	0	Self
Hallucination	3	3	1 Turn	12	Individual
Invisibility	6	4	Dispel, broken	24	Individual
Knock	3	4	*	3	Individual
Levitate	6	4+1/Turn	Maintained	0 (2/L)	Self
Locate Object	4	4	1 Magic Phase	24	Individual
Magic Missile	3	4+1/Missile	1 Dex count/msl	15	Individual
Measure (Complex/Simple)	4	3/2	1 Dex count	1/L max 24	**
Mini Strength	1	4	1-10 Turns	0	Self
Parachute	6	3+1/Turn	Maintained	0	Self
Phantasmal Spell	3	4	Broken	24	*
Photographic Memory	3	6	1 Magic Phase	0 (sight)	Self
Protection/Insects	5	4	2-12 Turns	1	Individual
See Invisible	4	2	6 Turns	0 (1/L max 24)	Self
Silence, 3” Radius	6	3	6 Turns	12	3” Radius
Speak Languages	3	3	3 Turns	0	Self
Speak with Animals	5	3	3 Turns	0	Self
St. Elmo’s Fire	6	3+1/Turn	Maintained	6	½” × 6” × 2” Wall
Super Sleep	1	5	*	24	6” × 6” × 1” Area
Torch	2	3+1/Turn	Maintained	0	Sight
Wind	6	3	1 Turn	12	2” × 6” × 2” Area
Wizard Lock	3	6	Dispel	1	Individual

THIRD LEVEL MAGICAL SPELLS

Spell Name	Magic Class	Spell Points	Duration	Casting Range	Size and Shape
Ball Lightning	6	5	Dispel, broken	0 (24)	3” × 1” × 1” Area *
Ball of Fire	2	5	Dispel, broken	0 (24)	3” × 1” × 1” Area *
Clairaudience	4	3+1/Turn	Maintained	0 (6)	Self
Clairvoyance	4	3+1/Turn	Maintained	0 (6)	Self
Charm Undead	3	6	Dispel, Broken	12	Individual
Cold Cone	5	6	1 Dex count	0	6” × 3” Cone
Continual Darkness	5	5	Dispel	12	12” Radius
Dark Cone	5	4+1/Turn	Maintained	0	6” × 3” Cone
Darkwall	5	4+1/Turn	Maintained	6	½” × 6” × 2” Wall
Dispel Magic	3	5	1 Dex count	*	*
Double Protection	4	7	6 Turns	0	Self
Fire Ball	2	6	1 Dex count	24	2” Ball
Fire Dart	2	4	1 Dex count	24	Individual
Flame	2	6	1 Dex count	0	6” × ½” Jet
Fly	6	5+1/Turn	Maintained	0	Self
Heat Cone	6	6	1 Dex count	0	6” × 3” Cone
Hold Person	3	5	6+L turns	12	6” × 6” × 1” Area
Illusion	6	5+1/Turn	Maintained	24	6” Radius
Infravision	1	4	1 Day	1 (10)	Individual
Invisibility, 1” Radius	6	5	Dispel, broken	1	1” Radius
Light Beam	6	4+1/Turn	Maintained	0	72” × 1/60” Beam
Lightning Bolt	6	5	1 Dex count	24	6” × ¾” Bolt
Lightning Dart	6	4	1 Dex count	24	Individual
Magic Analysis	4	6	1 Magic Phase	1	Individual
Magic Mouth	3	3+1/Turn	Maintained	24	Individual
Maxi-Ball	2	7	1 Dex count	24	3” Ball
Maxi-Sleep	1	7	*	24	6” × 6” × 1” Area
Measure (Concealed)	4	3	1 Dex count	1/L max 24	**
Measure (Mental)	4	3	1 Dex count	1/L max 24	**
Mental Static	3	3+1/Turn	Maintained	0	Self
Micro-Magic Missile	3	3+ 3/phase	Maintained	15	Individual
Micro-Magic Missiles	3	6+2/Missile	1 Magic phase	15	Individual
Micro-Super Sleep	1	5	*	24	Individual
Micro-Phantasm	3	5	1 Dex count	24	Individual
Midi-Strength	1	5	1-10 Turns	0	Self
Mini-Ball	2	5	1 Dex count	24	1” Ball
Mini-Bolt	6	5	1 Dex count	24	3” × ¾” Bolt
Mini-Cold Cone	5	5	1 Dex count	0	3” × 1 ½” Cone
Mini-Heat Cone	6	5	1 Dex count	0	3” × 1 ½” Cone
Mini-Wide Cold Cone	5	5	1 Dex count	0	1 ½” × 3” Cone
Mini-Wide Heat Cone	6	5	1 Dex count	0	1 ½” × 3” Cone
Mirror Image	3	5+1/Turn	Maintained	0	6” Radius
Projected Mini-Strength	1	5	1-10 Turns	1	Individual
Protection, 1” Radius	4	4	12 Turns	0	1” Radius
Protection/Normal Missiles	3	4	12 Turns	3	Individual
Rope Trick	3	6+1/Turn	Maintained	1	Individual
Speed	1	5	3 Turns	24	3” × 3” × 1” Area
Water Breathing	1	4+1/Turn	Maintained	3	Individual
Web	5	5	Destroyed	3	Two 1” cubes
Whirlwind	6	5	1 Turn	24	*
Wizard Light	6	4+1/Turn	Maintained	0	24” Radius

FOURTH LEVEL MAGICAL SPELLS

Spell Name	Magic Class	Spell Points	Duration	Casting Range	Size and Shape
Acid Resistance	1	5+1/Turn	Maintained	1	Individual
Activate Any Staff	4	4	1 Dex count	0	Individual
Animal Control	5	6	Dispel, broken	12	6" × 6" × 2" Area
Area Darkness	5	5	6 + L	24	3" Ball
Charm Monster	3	6	Dispel, broken	12	Individual
Clumsiness	1	6	1-6 Turns	12	3" × 3" × 1" Area
Cold Beam, 12"	5	6	1 Dex count	0	12" × 1/60" Beam
Cold Resistance	1	5+1/Turn	Maintained	1	Individual
Confusion	4	5+1/Turn	Maintained	12	6" × 6" × 1" Area
Delusion	4	6+1/Turn	Maintained	12	Individual
Dimension Door	3	7	1 Dex count	1 (36)	1" Cube
Electric Micro-Ball	6	7	1 Dex count	24	Individual
Electric Mini-Ball	6	6	1 Dex count	24	1" Ball
Fear Cone	4	6	1 Dex count	0	6" × 3" Cone
Fire Resistance	1	5+1/Turn	Maintained	1	Individual
Fire Wall	2	5+2/Turn	Maintained	6	1" × 6" × 2" Wall
Gaseous Form	6	7	Dispel	6	Individual
Giant Strength	1	7	1-10 Turns	0	Self
Growth of Plants	5	7	Dispel	12	9" × 9" × 3" Area
Hallucinatory Terrain	5	9	Dispel, broken	24	12" Radius
Haste (3" × 3" or 2" × 4")	1	7	3 Turns	24	*X*" × *Y*" × 1" Area
Healing (1 Point/Turn)	1	2+2/Turn	Maintained	0	Self
Heat Beam, 12"	6	6	1 Dex count	0	12" × 1/60" Beam
Ice Wall	5	6	6 Turns	12	½" × 6" × 2" Wall
Immobilization	4	5+1/Turn	Maintained	24	Individual
Immobilize	4	7	1 Turn	24	Individual
Lightning Resistance	1	5+1/Turn	Maintained	1	Individual
Massmorph	5	9	Dispel, broken	24	12" Radius
Maxi-Cold Cone	5	12	1 Dex count	0	6" × 6" Cone
Maxi-Dark Cone	5	8+2/Turn	Maintained	0	6" × 6" Cone
Maxi-Heat Cone	6	12	1 Dex count	0	6" × 6" Cone
Mega-Ball	2	10	1 Dex count	24	4" Ball
Mega-Sleep	1	10	1 Dex count	24	6" × 6" × 1" Area
Micro-Ball	2	6	1 Dex count	24	Individual
Micro-Maxi Sleep	1	6	1 Dex count	24	Individual
Mini-Paralysis Cone	1	5	1 Dex count*	0	3" × 1 ½" Cone
Mini-Wide Paralysis Cone	1	5	1 Dex count*	0	1 ½" × 3" Cone
One-Way Darkness	5	6+2/Turn	Maintained	6	½" × 6" × 2" Wall
Paralysis Cone	1	6	1 Dex count*	0	6" × 3" Cone
Percentile Negation	3	7	1 Magic Phase	24	Individual
Personal Force Field	3	6+2/Turn	Maintained	0	Self
Personal Paralysis	1	6	Dispel	12	Individual
Plant Control	5	5	6 Turns	6	1" Cube
Poison Resistance	1	5+1/Turn	Maintained	1	Individual
Polymorph Self	1	6	Dispel, broken	0	Self
Projected Midi Strength	1	8	1-10 Turns	1	Individual
Protection/Missiles	3	5	6 Turns	3	Individual
Remove Curse	3	5	1 Dex count	1	Individual
Slow	1	7	3 Turns	24	3" × 3" × 1" Area
Strength Multiply (×1-4)	1	7	1-10 turns	0	Self
Telepathy	3	6	1 Turn	9	Individual
Vertigo	3	5	2-12 turns	24	Individual
Wall Of Thorns	5	8	Dispel, destroy	6	½" × 6" × 2" wall
Wide Cold Cone	5	9	1 Dex count	0	3" × 6" Cone
Wide Dark Cone	5	6+1/Turn	Maintained	0	3" × 6" Cone
Wide Heat Cone	6	9	1 Dex count	0	3" × 6" Cone
Wizard Eye	3	4+1/Turn	Maintained	24	NA
X-Ray Vision	1	4+1/Turn	Maintained	3	Sight

FIFTH LEVEL MAGICAL SPELLS

Spell Name	Magic Class	Spell Points	Duration	Casting Range	Size and Shape
Air Walking	6	6+2/Turn	Maintained	0	Self
Animate Dead	1	3/body	Dispel, destroy	3	3” × 3” × 1” Area
Blindness	1	8	Dispel	24	Individual
Broadfield Hallucination	3	15	Dispel	24	Sight
Charm Being	3	10	Dispel, broken	12	Individual
Cloudkill	6	6	6 Turns	6	3” Ball
Cold Cone, 12”	5	14	1 Dex count	0	12” × 6” Cone
Conjure Elemental	4	6+1/Turn	Maintained	24	Individual
Crimson Bands	3	8	Dispel	12	1” cube
Dark Cone, 12”	5	9+2/Turn	Maintained	0	12” × 6” Cone
Detection Jamming	4	7	6 Turns	0	Self
Diminish Others	1	10	Dispel	6	Individual
Dragon Control	3	12	Dispel, broken	12	6” × 6” Area
Energy Bolt	4	9	1 Dex count	24	6” × ¾” Bolt
Energy Cone	4	9	1 Dex count	0	6” × 3” Cone
Energy Dart	4	7	1 Dex count	24	Individual
Energy Resistance	1	7+ 1/Turn	Maintained	1	Individual
Extension	3	4+S.L.	× 1.5	0	Self
Feeblemind	3	8	Dispel	24	Individual
Flame, 12”	2	8	1 Dex count	0	12” × ½” Jet
Giant Control	3	10	Dispel, broken	12	6” × 6” × 2” Area
Growth of Animals	5	9	Dispel	12	6” × 6” × 1” Area
Heat Cone, 12”	6	14	1 Dex count	0	12” × 6” Cone
Hold Monster	3	8	6 + L Turns	12	6” × 6” × 2” Area
Human Control	3	10	6 + L Turns	12	6” × 6” × 2” Area
Ice Storm	6	8	1 Turn	12	3” cube
Iron Wall	1	8	12 Turns	6	½” × 6” × 2” Wall
Locate Person	4	6	1 Magic phase	24	Individual
Macro-Ball	2	15	1 Dex count	24	6” Ball
Macro-Sleep	1	12	Dispel	24	6” × 6” × 1” Area
Mass Invisibility	6	12+R	Dispel, broken	24	12” + Radius
Maxi-Paralysis Cone	1	12	1 Dex count*	0	6” × 6” Cone
Maze	4	15	6 Turns	12	6” × 6” × 2” Area
Micro-Cold Beam	5	8	1 Dex count	0	12”, Individual
Micro-Heat Beam	6	8	1 Dex count	0	12”, Individual
Micro-Immobilization	4	10	1 Turn	24	Individual
Micro-Personal Paralysis	1	9	*	12	Individual
Mini-Energy Bolt	4	8	1 Dex count	24	3” × ¾” Bolt
Mini-Energy Cone	4	8	1 Dex count	0	3” × 1 ½” Cone
Mini-Wide Energy Cone	4	8	1 Dex count	0	1 ½” × 3” Cone
Paralysis Cone, 12”	1	14	1 Dex count	0	12” × 6” Cone
Passwall	1	8	3 turns	3	1” × 1” Hole
Pathfinding	4	6	1 Finding	0	Self
Personal Wizard Lock	3	8	Dispel	1	Individual
Polymorph Others	1	10	Dispel	6	Individual
Projected Clairaudience	4	8 + 1/turn	Maintained	0 (24)	1” Radius
Projected Clairvoyance	4	8 + 1/turn	Maintained	0 (24)	1” Radius
Projected strength ×1-4	1	10	1-10 Turns	3	Individual
Recharge	4	3+S.L.	1 Dex count	0	Item
Scroll Lock	3	6	Dispel	1	Individual
Silver Magnet	1	7	Dispel	1 (6)	Individual
Speak With Dead	4	8	3 questions	1	Individual
Stonewall	1	8	Dispel, broken	6	⅓” × 6” × 2” Wall
Super Strength (×1-5)	1	10	1-10 Turns	0	Self
Telekinesis	3	7+1/Turn	Maintained	12	Individual
Teleport	3	12	1 Dex count	0	Self
Transmute Iron To Lead	1	9	1 Dex count*	3	1” Cube
Transmute Rock To Mud	1	7	1 Dex count*	3	1” Cube
Undead Control	3	8	Dispel	12	6” × 6” × 1” Area
Variable Ball	2	8	1 Dex count	24	0-2” Ball
Variable Bolt	6	7	1 Dex count	24	0-6” Bolt
Variable Cold Cone	5	9	1 Dex count	0	6” × 0-3” Cone
Variable Heat Cone	6	9	1 Dex count	0	6” × 0-3” Cone
Vortex	6	8+1/Turn	Maintained	12	*
Weakness	1	8	Dispel	12	Individual
Wide Paralysis Cone	1	9	1 Dex count*	0	3” × 6” Cone

SIXTH LEVEL MAGICAL SPELLS

Spell Name	Magic Class	Spell Points	Duration	Casting Range	Size and Shape
Acid Protection	5	10+2/Turn	Maintained	0	Self
Air Wall	6	9+2/Turn	Maintained	6	½" × 6" × 2" Wall
Animate Object	3	10+2/Turn	Maintained		Individual
Anti-Magic Shell	3	10	12 Turns	0	Self
Area Muscle Spasm	1	10	1 Phase	24	6" × 6" × 1" Area
Astral Eye	4	12+2/Turn	Maintained	24	NA
Bomb	2	12	1 Dex count	24	2" Ball
Cold Pellet	5	12	1 Dex count	6	Individual
Cold Protection	5	10+2/Turn	Maintained	0	Self
Control Weather	6	25/Step	*	Large	Large
Daemon Control	4	12	Dispel	24	Individual
Death	3	9	1 Dex count	24	6" × 6" × 2" Area
Disintegrate	2	11	1 Dex count	6	Individual
Double-Size Dimension Door	3	12	1 Dex count	1 (36)	2" Cube
Energy Cone, 12"	4	18	1 Dex count	0	12" × 6" Cone
Energy Micro-Ball	4	8	1 Dex count	24	Individual
Fire Protection	2	10+2/Turn	Maintained	0	Self
Geas	3	15	1 Mission	1	Individual
Homing Ball Lightning	6	11	Dispel, broken	12" lock on	3" × 1" × 1" Area *
Homing Ball Of Fire	2	11	Dispel, broken	12" lock on	3" × 1" × 1" Area *
Impact Resistance	1	9+1/Turn	Maintained	0	Self
Indetectability	4	12	Dispel, broken	3	Individual
Individual Death	3	9	1 Dex count	24	Individual
Invisible Stalker	4	12	1 task	1	Individual
Lead Wall	1	9	Dispel, destroy	6	1/6" × 6" × 2" Wall
Lightning Bolt, 12"	6	10	1 Dex count	24	12" × ¾" Bolt
Lightning Protection	6	10+2/Turn	Maintained	0	Self
Locate Monster	4	8	1 Magic phase	24	Individual
Lower Water	5	10+2/Turn	Maintained	24	24" Radius
Maxi-Energy Cone	4	16	1 Dex count	0	6" × 6" Cone
Maxi-Strength (1-100)	1	18	1-10 Turns	0	Self
Mega-Cold Cone	5	24	1 Dex count	0	12" × 12" Cone
Mega-Dark Cone	5	16+2/Turn	Maintained	0	12" × 12" Cone
Mega-Heat Cone	6	24	1 Dex count	0	12" × 12" Cone
Micro-Feeblemind	3	11	Dispel	24	Individual
Mini-Bomb	2	10	1 Dex count	24	1" Ball
Mini-Stone Cone	1	7	*	0	3" × 1 ½" Cone
Mini-Wide Stone Cone	1	7	*	0	1 ½" × 3" Cone
Mirror Wall	3	10+3/Turn	Maintained	6	Wall
Monster Control	3	12	Dispel	12	6" × 6" × 2" Area
Monstrous Plant Control	5	10	Dispel	12	6" × 6" × 2" Area
Move Earth	1	25+15/Turn	Maintained	24	24" Radius
Negation	3	11	1 Magic phase*	24	Individual
Part Water	5	8+4/Turn	Maintained	12	2"R or 1" × 6" Area
Passenger Teleportation	3	15	1 Dex count	1	2 People
Poison Gas	6	9	1 Turn	6"	6" × 6" × 1" area
Poison Protection	1	10+2/Turn	Maintained	0	Self
Projected Image	3	9+1/Turn	Maintained	24	1 Image
Projected Super-Strength	1	12	1-10 Turns	1	Individual
Protection/Magic Missiles	3	8	12 Turns	3	Individual
Reflect Detection By Implement	4	10	1 Day	3	Individual
Reincarnation	4	10	1 Dex count	1	Individual
Smiting	3	6+3/Blow	3 Turns	24	Individual
Stone Cone	1	8	10	0	6" × 3" Cone
Stone to Flesh	1	8	1 Dex count	3	Individual
Summoning	3	20	1 Dex count	Any	Individual
Super Fire Ball (4" Radius)	2	15	1 Dex count	24	4" Ball
Super Polymorph Self	1	10	10+L	0	Self
Sustained Dimension Door	3	10+3/Turn	Maintained	1 (36)	1" × 1" Door
Time Delay	3	$6+\Sigma T^2$	T turns	0	1 spell
Ultra Sleep	1	15	Dispel	24	6" × 6" × 1" Area
Wide Energy Cone	4	13	1 Dex count	0	3" × 6" Cone
Wizard Wind	6	12	(1-6) x L	1"/L, max 24"	1/L, max 24

SEVENTH LEVEL MAGICAL SPELLS

Spell Name	Magic Class	Spell Points	Duration	Casting Range	Size and Shape
Activate Magic	3	12	1 Dex count	12	Individual
Area Feeblemind	3	16	Dispel	24	6” × 6” × 2” Area
Area Weakness	1	16	Dispel	24	6” × 6” × 2” Area
Castle Protection	1	50	Dispel	1	100 sq. in.
Communication	3	10	6 Turns	Any	Individual
Detect Polymorph	4	16	3 Turns	1/L, max 24	**
Disintegrate Magic Metal	2	13	1 Dex count	24	Individual
Energy Bolt, 12”	4	18	1 Dex count	24	12” × ¾” Bolt
Hellfire	2	12+2/phase	Maintained	24	1” Circle 2” tall
Hold Being	3	14	Dispel	12	Individual
Homing Electric Microball	6	13	Dispel, broken	24, 12 lock on	Individual
Homing Microball	2	12	Dispel, broken	24, 12 lock on	Individual
Illusion, 5-Sense	3	5???+2/turn	Maintained	24	Individual
Laser	4	16	1 Dex count	Any	1/72” Beam
Mass Charm	3	15	Dispel	12 max	6” Cube
Mega-Energy Cone	4	28	1 Dex count	0	12” × 12” Cone
Micro-Bomb	2	9	1 Dex count	24	Individual
Micro-Cold Pellet	5	12???	1 Dex count	6	Individual
Mind Blank	4	12/being	1 Day	6	Individuals
Picket Ball Lightning	6	15+3/turn	Maintained	24	3” × 1” × 1” Area
Picket Ball Of Fire	2	15+3/turn	Maintained	24	3” × 1” × 1” Area
Polymorph Object	1	16	*	12	Individual
Pressor Cone	3	15	1 Magic phase	0	12” × 6” Cone
Projected Anti-Magic Shell	3	12	12 Turns	12	Individual
Protection/Normal Weapons	3	12	12 Turns	0	Self
Reflector	3	16	3 Turns	0	Self
Returning	3	20	1 Magic phase	12	Individual
Reverse Gravity	1	12+4/phase	Maintained	12	3” Cube
Shielding	3	10+5n	Dispel	24	Individual
Sleep, 12” Radius	1	20	Dispel, broken	0 (24)	12” Radius
Super Charm	3	16	Dispel, broken	12	6” × 6” × 2” Area
Summon Demon	4	20	1 task	6	Individual
Temporary Teleportal	3	25+5/turn	Maintained	2 (any)	1” Upright circle
Variable 12” Lightning Bolt	6	12	1 Dex count	0	12” × ¾” Bolt
Variable 12” Cold Cone	5	16	1 Dex count	0	12” × 0-6” Cone
Variable Death Cone	3	16	1 Dex count	0	6” × 0-3” Cone
Variable 12” Heat Cone	6	16	1 Dex count	0	12” × 0-6” Cone
View Past	4	12	L turns	*	*

EIGHTH LEVEL MAGICAL SPELLS

Spell Name	Magic Class	Spell Points	Duration	Casting Range	Size and Shape
Activate Detectors	4	12	1 Day	6	Individual
Air Jet	4	16+8/phase	Maintained	1/L	¾” wide
Double Phasing	3	15	3 Turns	0	Self
Double Ranging	3	15	3 Turns	0	Self
Homing Energy Microball	4	14	Dispel, broken	24, 12 lock on	Individual
Homing Picket Ball Lightning	6	20+5/turn	Maintained	24, 12 lock on	3” × 1” × 1” Area *
Homing Picket Ball Of Fire	2	20+5/turn	Maintained	24, 12 lock on	3” × 1” × 1” Area *
Macro Bomb	2	30	1 Dex count	24	6” Ball
Macro Cold Cone	5	120	1 Dex count	0	24” × 24” Cone
Macro Heat Cone	6	120	1 Dex count	0	24” × 24” Cone
Magic-Damping Field	3	20+2/turn	Maintained	24	6” × 6” × 2” Area
Major Extension	3	25	x 100	0	Individual
Permanent Dimension Door	3	30	Dispel	1 (36)	1” Cube
Permanent Passwall	1	28	Dispel	3	1” × 1” Cylinder
Power Word	3	15	*	0	6” × 3” Cone
Reflector Wall	3	20+4/turn	Maintained	6	½” × 6” × 2” Wall
Scroll Knock	3	12	1 Dex count	1	Individual
Shaped Vari-Ball	2	14	1 Dex count	24	*
Shaped Vari-Bolt	6	12	1 Dex count	24	*
Summon Person	3	25	1 Dex count	24	Individual
Symbol	4	20+special	Dispel, triggered	1	*
Variable 4” Ball	2	18	1 Dex count	24	0-4” Ball
Variable Bomb	2	15	1 Dex count	24	0-2” Ball
Water Jet	5	16+8/phase	Maintained	1/L	¾” Jet

First Level Spells

Activate Wand: This spell causes the wand being held by a magic user casting the spell to activate. If the wand has charges, a charge is also used. The wand spell will act as a normal spell, acting in most cases as if thrown by a 6th level magic user. Cost: 1 SP.

Blaze: This spell is designed to make existent small fires flare up brightly upon command. It will affect one or more fires within a 1" radius circle. The flaring will not be specifically blinding in effect, but can surprise or startle nearby beings. Duration: 1 turn. Range: no more than 12" from the caster. Cost: 3 SP.

Charm Animal (Specific Type): This is the format for an unlimited number of spells, each designed to affect only one specific normal animal species. Note that this type of spell would not work on magical or enchanted beings, or on intelligent beings of any kind, but only on normal animals. Thus, while Charm Horse would work on horses of any variety, it would not work on either a camel or a hippogriff. Range: 12". Duration: Until dispelled or removed by the caster of the spell or the caster loses control by going unconscious, dying, or moving outside range. Cost: 3 SP.

Charm (Animal Class): This is the format for an unlimited number of spells, each designed to affect one class of animal. Examples of common classes include mammals, reptiles, birds, fish, crustaceans, and insects. This spell is otherwise identical to Charm Animal (Specific Type) (1M). For purposes of this and other spells containing the word "animal", an animal is a normal, non-intelligent creature that is not monstrous, fantastical, or enchanted. Thus, neither griffins nor giant capybaras are animals. Range: 12". Cost: 4 SP.

Charm Person: This spell applies to all two-legged, generally mammalian figures near to or less than man-size, excluding all 'Undead' monsters but including such things as orcs and goblins. If the spell is successful it will cause the charmed entity to obey any spoken and understood command of the charmer until such time as the charm is dispelled. See the general Charm rules for other restrictions and effects. Range: 12". Duration: Until dispelled or removed by the caster of the spell or the caster loses control by going unconscious, dying, or moving outside range. Cost: 4 SP.

Charm (Specific Intelligent Species): This is the format for an unlimited number of spells, each designed to work on specific intelligent or semi-intelligent species. The effects are basically identical to Charm Person spell (1M). The primary limitation of this type of spell is that it could be cast only upon a species similar to that of the caster, and therefore would only be researched as such. Thus, a human being could research a spell of this type for an intelligent humanoid species, given an example to experiment upon, but might have trouble researching such a Charm spell for an intelligent starfish. Range: 12". Cost: 4 SP.

Detect (Complex): This is a format of spell like Detect (Simple) (1M), but designed to detect a category of shape or substance. The category of thing to be detected must not normally be concealed or magically hidden, nor may it require reading minds. Examples: Poison, Doors, and Food - allow the user to detect the named category. Range: 1" per level of the caster (to a maximum of 24"). Duration: instantaneous. Cost: 2 SP.

Detect (Simple): This is the format for an unlimited number of spells, each designed to detect an invariant shape, substance, or form of energy. The thing to be detected must not normally be concealed or magically hidden, nor may it require reading minds. Thus, a Detect Walls spell would find a concealed or invisible wall, but a Detect Concealed Walls spell could not be based on this format. Examples: Magic - a spell to determine if there has been some enchantment laid on a single person, place, or thing, which is used to discover if some item is magical, if a spell has been placed on a doorway, etc. Copper, Gold, Iron, Life, Platinum, Silver, Sloping Passages, Wall, and Water - allow the user to detect the named thing. Range: 1" per level of the caster (to a maximum of 24"). Duration: instantaneous. Cost: 1 SP.

Hold Portal: A spell to seal a door, gate, or other such similar opening. While this spell is in effect, no physical being or object may pass through the portal. Dispel Magic (3M) will immediately negate the Hold Portal spell, and strongly anti-magical beings (demons and such) can simply destroy the spell and walk through without delay. A Knock spell (2M) will negate the Hold Portal spell for 1-4 phases. The Hold Portal spell lasts for 2-12 turns (rolled by the referee in secret). Range: no more than 1" from the caster at the moment of casting. Cost: 3 SP.

Individual Silence: This spell allows the recipient to move silently until the spell is broken, as in Invisibility (2M), or dispelled. Duration: until dispelled or the invisible person attempts to attack. Range: 3" at time of casting. Cost: 2 SP.

Light: A spell to cast light in a 3" circle, not equal to full daylight. It lasts for a number of turns equal to 6 plus the level of the user; thus a 7th level magic-user would cast a light spell lasting for 13 turns. Cost: 3 SP.

Match: This spell may be used to set fire to inflammable objects. It will have no effect on nonflammable objects. Range 6". Cost: 2 SP.

Muscle Spasm: A spell that is used to disrupt the aim of a single opponent for one phase. No effect if victim makes Saving Throw. Range: 3". Cost: 3 SP.

Protection: This spell protects the magic user from attacks by enchanted monsters of lesser power (animated skeletons, etc.). It also serves as protection against various forms of attacks, improving Saving Throws by 5% and adding 1 to the defense level of the magic user. (Note that this spell is not cumulative in effect with Rings of Protection, although it will continue to keep out enchanted monsters.) Duration: 6 turns. Cost: 3 SP.

Read Languages: This spell allows the caster to read unknown languages on maps and other inscriptions. Range: adjacent to the object to be read. Duration: one reading. Cost: 1 SP.

Read Magic: The means by which incantations on a scroll or other item are read. Without such a spell or similar device magic is unintelligible to even a magic-user. Note

that this spell may be used to read a spell from a scroll during the same magic phase that the scroll spell is cast. Range: adjacent to the object to be read. Duration: one reading. Cost: 1 SP.

Silence, 1" radius: This spell forms a 1" circle of total silence around the target. No sound can be heard inside the circle and no sound can escape from it. Range: 12". Duration: 6 turns. Cost: 2 SP.

Sleep: A Sleep spell affects 2-16 one hit die beings, 2-12 two hit die beings, 1-8 three hit die beings, or 1-6 four hit die beings, in an area of 6" by 6". Of the beings affected any failing to make their Saving Throws immediately fall asleep. This sleep lasts until the spell is dispelled, until the magic user dies, or until the magic user is more than 24" from the sleepers (checked individually). If the target area contains more than the number of beings rolled, determine randomly which are affected. This spell is ineffective against those who do not naturally sleep. Range: 24". Cost: 3 SP.

Sound Amplification: Causes the user to hear sounds better by a factor of 10. This will enable the user to better hear sounds through doors, walls, or when the sounds are very quiet (such as a thief moving silently). Duration: 6 turns. Cost: 2 SP.

Spark (Electric Match): This spell lights inflammable objects via a discharge of static electricity. Range: 6". Cost: 2 SP.

Super Match: This spell is a stronger version of the Match spell (1M). It will set fire to inflammable objects otherwise difficult to light, such as wet wood. Range 6". Cost: 4 SP.

Telescope: A spell that increases the ability of the user to see distinctly at a distance. The user will be able to make out details of a scene as if he were at one-tenth the true distance away. Duration: 6 turns. Range: Line of sight. Cost: 3 SP.

Ventriloquism: Allows the user to "throw" his voice in any direction not blocked by magic. The point from which his voice emanates can be moved at will. Duration: 6 turns. Range 6". Cost: 2 SP.

Second Level Spells

Activate Staff: This is a class of spell, each of which works on only one type of staff. If the staff has charges, a charge is also used. The spell cast by the staff will have a level of effect of 8th level, or one-half the level of the magic user, whichever is the greater. Range: Staff must be held in hand. Cost: 2 SP.

Aurora (Light Wall): Causes a wall of light of standard dimensions to be formed. Duration: as long as spell points are expended to maintain it. Range: 6". Cost: 3 SP + 1/turn.

Awaken: A spell to awaken from sleep all beings within an area of 6" by 6". This spell will cancel the effects of all types of spells of sleeping, as well as drugged sleeps. Affected creatures do not roll Saving Throws. Range: 24". Cost: 3 SP.

Continual Light: This spell creates a 12" circle of illumination emanating from a point within 12" of the caster, but does not equal full daylight. It continues to shed light until dispelled and travels with the object the spell was cast upon, if it is portable. Range: 12". Cost: 5 SP.

Create Sound: A spell to create sounds of moderate intensity at any point within range of the caster. Sounds so created are not harmful and may not be of a complex nature (such as speech). Duration: 1 turn. Range: 6". Cost: 3 SP.

Darkness: A spell to cast darkness in a 3" circle, not equal to full night. It lasts for a number of turns equal to 6 plus the level of the user; thus a 7th level magic-user would cast a light spell lasting for 13 turns. Cost: 3 SP+1/turn.

Deodorant: This spell will negate the recipient's scent, so that animals or monsters cannot smell the character, or track him by scent alone. Range: 1". Duration: 1 day or until dispelled. Cost: 3 SP.

Detect (Concealed): This is a format of spell like Detect (Complex) (1M), but designed to detect properties that are physically hidden or magically disguised, or very subtle effects. Examples: Invisible - a spell to detect anything which is either naturally invisible (such as an Invisible Stalker) or which has been made invisible via use of Invisibility (2M). Shifting Walls & Rooms - allows the user to detect the presence of all walls and rooms within range that are able to shift, rise, sink, expand, contract, or otherwise change in size or position. Clairvoyance & Clairaudience - allows detection of any points of sensing in range from the given spells. Teleportation - determines whether the caster has been affected by any Teleportation spell or device within the last 5 turns. Secret Doors or Traps - detects the named thing. Range: 1" per level of the caster (to a maximum of 24"). Duration: instantaneous. Cost: 2 SP.

Detect (Mental): This is a format of spell like Detect (Simple) (1M), but designed to detect something that requires reading thoughts. Examples: Evil - a spell to detect evil thought or intent in any single creature or evilly enchanted object, so that poison, for example, which is neither good nor evil, would not be detected. Enemies - detect any enemy that knows of the user's presence. Good - similar to Detect Evil, except that good is detected rather than evil. Range: 1" per level of the caster (to a maximum of 24"). Duration: instantaneous. Cost: 2 SP.

ESP: A spell that allows the user to read the surface thoughts (if any) of whatever lurks behind doors or in the darkness. It can penetrate solid rock up to about 3" in thickness, but a thin coating of lead will prevent its penetration. Note that "Undead" monsters do not register on ESP at all. Range: 6". Cost: 2 SP + 1/turn.

Extinguish Fire: A spell that will put out any and all normal (non-magical) fire within 24". Cost: 4 SP.

Fireworks: A spell that produces a fireworks display. Duration: 1 turn. Range: 24". Cost: 5 SP.

Flaming: This spell causes the caster's weapon to flame as though enchanted with the construction spell. The weapon is also treated as a magical weapon vs. targets that suffer extra damage from Flaming or fire. Range: none. Duration: as long as maintained unless the weapon itself goes out of the caster's reach.

Flash: Causes a flash of heat and light at any point within 6" of the caster. The heat will ignite a flammable object at the point of the flash and the light will blind for one turn all who look at it and fail a Saving Throw vs. magic. Duration: instantaneous. Cost: 5 SP.

Freeze Water: This spell causes a 1" cube of water or less to freeze to solid ice. Range: 6". Duration: until the ice melts (as normal ice). Cost: 3 SP.

Gliding: A spell that allows the user to glide through the air. Rate of descent may range from a vertical dive to a 20:1 ratio of horizontal to vertical movement. Duration: as long as maintained by spending spell points. Cost: 3 SP + 1/turn.

Hallucination: A spell that causes the target to have vivid visual hallucinations whose contents is controlled by the caster of the spell. Duration: 1 turn. Range: 12". Cost: 3 SP.

Invisibility: Makes invisible the person or thing upon which it is cast. Highly magical or anti-Magical creatures (such as balrogs or dragons) will still be able to see the invisible object or person, but normal monsters or men will not. Duration: until dispelled or the invisible person attempts to attack. Range: 24". Cost: 4 SP.

Knock: A spell which opens doors and other similar devices when normally barred or magically sealed, as follows: unless the door is magically sealed in some way, it is simply opened by the casting of the spell, even if locked. If the door was sealed by a Hold Portal (1M) the door is opened for 1-4 phases, and then closes again for the duration of the Hold Portal spell. If the door was sealed by the use of a Wizard Lock spell (2M), the use of a Knock spell opens the door for 1 phase, and it then shuts again for the duration of the Wizard Lock spell. Range: 3". Duration: 1 opening. Cost: 4 SP.

Levitate: This spell lifts the caster, all motion being vertical. However, the user could, for example, levitate to the ceiling of a room, and move horizontally by pushing his hands along the ceiling. Duration: as long as maintained. Range: maximum height is 2" per level of magic user, upward motion at 6" per turn. Cost: 4 SP + 1/turn.

Locate Object: In order for this spell to be effective it must be cast with certain knowledge of what is to be located. Thus, the exact nature, dimensions, coloring, etc., of some magical item would have to be known in order for the spell to work. Well-known objects, such as a particular flight of stairs often traveled, can be detected by this spell. The spell gives the user the direction of the object desired, but not the distance. The desired object must be within range in order to be detected at all. Range: 6" +1" per level of the caster. Duration: 1 magic phase. Cost: 4 SP.

Magic Missile: Allows the caster to materialize and throw magic missiles at the rate of 1 for every 3 experience levels he has attained, rounded off. Each missile is like a light crossbow bolt in penetrating ability and chance to hit, but does 2 dice +2 pips of damage when it hits. This is physical damage and the target is not entitled to a Saving Throw. Maximum range is 15". Each missile costs 1 spell point to throw over and above the 4 spell points required to initiate the spell. Duration: 1 Dexterity count per missile. All missiles fired in one phase must be at the same target. Cost: 4 SP + 1/missile.

Measure (Complex): This is a format of spell like Detect (Complex) (1M), but giving a response more detailed than just a yes/no answer. Examples: Gems - allows the user to detect the presence, number, and sizes (but not the quality) of gems within range; Volume - allows the user to measure a volume to within 5%. Range: 1" per level of the caster (to a maximum of 24"). Duration: instantaneous. Cost: 3 SP.

Measure (Simple): This is a format of spell like Detect (Simple) (1M), but giving a response more detailed than just a yes/no answer. Examples: Altitude - allows the user to determine his altitude above or below ground to within 5%. Distance - allows the user to measure the distance of any point he can see to within 5%. Metals - allows the caster to detect and identity the type of any metal within range. Orientation - allows the caster to detect his orientation (North, East, etc.) as though with an infallible compass. Range: 1" per level of the caster (to a maximum of 24"). Duration: instantaneous. Cost: 2 SP.

Mini-Strength: This spell allows the caster to increase his own physical strength by 2-12 points (rolled) for a period of time of 1-10 turns (rolled). Cost: 4 SP.

Parachute: This spell allows the caster to control his rates of descent when falling so as to insure a safe landing. Duration: as long as maintained. Cost: 3 SP + 1/turn.

Phantasmal Spell: The creation of vivid illusions of nearly anything the user envisions (a projected mental image). As long as the caster concentrates on the spell (doing nothing else), the illusion will continue until touched by some living creature. If viewers of a Phantasmal Force believe it to be real (see Special Saving Throws), and the phantasm has the appearance of a spell of a level no more than one greater than can be thrown by the magic user casting the phantasm. The spell will cause damage just as if it were a real spell thrown by a magic user of the actual caster's level. Thus, a Phantasmal Fireball thrown by a 4th level magic user could only do 4 dice of damage, if believed. Range: 24". Cost: 4 SP.

Photographic Memory: This spell allows a magic user to memorize exactly the area around him. Range: limited to what can be seen by the magic user. Duration: Instantaneous. Cost: 6 SP.

Protection/Insects: This spell protects the recipient from being attacked or stung by normal insects for 2-12 turns (rolled). Range: recipient must be no more than 1" from caster at the time of casting. Cost: 4 SP.

See Invisible: Similar to Detect (Concealed) Invisible (2M) except the being or object becomes visible to the magic-user, but cannot be sensed in darkness, or if hidden by position. Cost: 2 SP.

Silence, 3" Radius: This spell forms a 1" circle of total silence around the target. No sound can be heard inside the circle and no sound can escape from it. Range: 12". Duration: 6 turns. Cost: 3 SP.

Speak Languages: Via this spell, the user can speak and understand any language or dialect that can be normally spoken. Duration: 3 turns. Cost: 3 SP.

Speak With Animals: This spell allows the Magic User to speak with any form of normal (not monster) animal life, and to understand anything that is said in reply. If the Mage or companions have not already attacked the animal, there is a 10% chance per level of the Mage that the animal(s) in question will not attack. The is a further 5% chance per level of the Mage that any basically friendly animals spoken to in this manner will assist the Mage within their physical and mental limits (i.e., a rabbit cannot be sent to count a hidden group of enemy, or to assault a guard post). This spell will not cause animals to cooperate with the speaker unless it is in the direct best interests of the animal to do so, within the limits of its own understanding and intelligence. Duration: 6 turns. Cost: 3 SP.

St. Elmo's Fire: This spell causes an electrical light wall to be formed. Does no damage to those passing through. Duration: as long as maintained. Range: 6". Cost: 3 SP + 1/turn.

Super Sleep: This spell, unlike the normal Sleep spell (1M), will affect creatures of higher levels but will not put the targets to sleep indefinitely. The spell will affect any number of creatures grouped within a 6" by 6" area, within the following limits: If the caster is level M, the spell contains 25 × M sleep points. A creature that has L hit dice requires L × L (L squared) sleep points to be affected. Creatures over 20 hit dice can not be affected. If the creatures in the spell area collectively require more sleep points than the spell contains, then only a portion of them determined randomly (or none at all) will be affected. Those affected roll Saving Throws, those failing falling asleep. Then, the number of turns they stay asleep is determined by dividing the total sleep points by the number of points required by the sleeping creatures alone. Maximum range: 24". Cost: 5 SP.

Wind: This spell produces a wind of sufficient intensity to blow out torches. The caster of the spell controls wind direction. Duration: 1 turn. Range: 12". Cost: 3 SP.

Wizard Lock: Similar to a Hold Portal (1M), this spell lasts until dispelled. It can be opened by a Knock Spell (2M) without the Wizard Lock being removed. Any magic user who is three levels higher than the one who cast the spell can pass it through without a spell of any type. Note that this means the caster himself cannot normally pass through. Cost: 6 SP.

Third Level Spells

Ball Lightning: A spell to produce a sphere of electrical energy ½" in diameter. It travels away from the caster at 12" per magic phase until it strikes an object and explodes. The explosion affects an area 1" wide by 3" long beginning at the point of the explosion and extending in the direction of motion of the sphere. Damage caused is equal to ½ die per level of the caster. Cost: 5 SP.

Ball of Fire: Similar to Ball Lightning (above) except that fire is employed rather than electrical energy. Cost: 5 SP.

Clairaudience: This spell allows the caster to place his point of hearing at a distance and hence hear things when he could not do so by normal means. It can penetrate solid rock up to about 3" in thickness, but a thin coating of lead will prevent its penetration. This spell may be used to listen in on the voices of creatures seen through a crystal ball although the spell itself is not transmitted through the crystal ball. Range: 24". Duration: as long as maintained. Cost: 3 SP + 1/turn.

Clairvoyance: This spell allows the caster to place his point of view at a distance and hence see events transpiring in a location not visible to him by normal means. It can penetrate solid rock up to about 3" in thickness, but a thin coating of lead will prevent its penetration. Note: Spell will not make objects that are invisible or enveloped in darkness visible, unless used in conjunction with a spell or device to see invisible objects or in darkness. Range: 24". Duration: as long as maintained. Cost: 3 SP + 1/turn.

Cold Cone: A spell which produces a cone of pure cold, 6" long and 3" wide at the base, with the narrow point starting at the fingertip of the caster. This spell causes 1 die of damage per level of the caster. Cost: 6 SP.

Continual Darkness: This spell creates a 12" circle of darkness emanating from a point within 12" of the caster, but does not equal full pitch blackness of a closed room. It continues to supress light until dispelled and travels with the object the spell was cast upon, if it is portable. Range: 12". Cost: 5 SP.

Dark Cone: A spell that produces total darkness in a standard cone shape. Duration: as long as maintained. Cost: 4 SP + 1/turn.

Darkwall: Causes a wall of darkness to be formed. Duration: as long as spell points are expended to maintain it. Cost: 4 SP + 1/turn.

Dispel Magic: Under normal conditions, this spell will be effective in dispelling enchantments of a temporary nature (i.e., any spell with a time limit, maintenance cost, or that lasts until dispelled). This is modified by the following formula. The success of a Dispel Magic spell is a ratio of the level of the dispeller over the level of the original spell caster. Thus, if a 5th level magic-user attempts to dispel the spell of a 10th level magic-user, there is a 50% chance of success. Duration: instantaneous. Range: 3". Can be aimed at a specific target or cast generally around the caster in a 3" radius sphere. Cost: 5 SP.

Double Protection: This spell protects the magic user from attacks by enchanted monsters of lesser power (animated skeletons, etc.). Similar to Protection (1M) this spell improves Saving Throws by 10% and adds 2 to the defense level of the magic user. (Note that this spell is not cumulative in effect with Rings of Protection, although it will continue to keep out enchanted monsters.) Duration: 6 turns. Cost: 7 SP.

Fireball: A spell which produces a tiny ball of flame, traveling from the finger of the caster in a straight line to any point within 24" that is visible to the caster. At the distance that the caster has ordered the projectile to travel, it bursts into a sphere of flame 2" in radius, with the characteristics of a normal Ball. If the projectile goes through a Firewall (4M), it will explode into its sphere at

that point. This spell does 1 die of damage per level of the caster. Duration: instantaneous. Range: 24". Cost: 6 SP.

Fire Dart: This spell produces a small missile of fire which, upon hitting something (hopefully the intended target), causes 1 die of damage per level of the caster. The missile travels in a straight line from the finger of the caster to the target, up to its maximum range of 24". Duration: instantaneous. Cost: 4 SP.

Flame: This spell produces a stream of flame 6" long and ½" wide, beginning at the tip of the caster's finger. The flame splashes when it hits any solid non-flammable object, which may cause the flame to damage other targets or the caster. If the target of the flame is destroyed by the damage caused, whatever was behind the target is also a target. Damage caused is 1 die per level of the caster. Duration: instantaneous. Cost: 6 SP.

Fly: By means of this spell the user is able to fly at a speed of up to 24" per turn. Duration: as long as maintained. Cost: 5 SP + 1/turn.

Heat Cone: A spell that produces intense heat in a 6" long by 3" wide cone. Causes 1 die of damage per level of caster. Duration: instantaneous. Cost: 6 SP.

Hold Person: A spell similar to Charm Person (1M), but which is of more limited duration and greater effect. It affects either from 1-4 persons (rolled on a 4-sided die) normally, or can be concentrated on 1 target, in which case the target suffers a 10% penalty to the Saving Throw roll. This spell has the further effect of making the caster's commands understood by the person taken over, even if the wrong language is used. Duration: 6 + level of caster (in turns). Range 12". Cost: 5 SP.

Illusion: Similar to Phantasmal Spell (2M), except it causes no damage to those believing in the illusion. Continues as long as spell points are used to maintain it, even if illusionary objects are touched. Belief Saving Throws need to be made each turn illusion is maintained, until disbelieved. Range: 24". Cost: 5 SP + 1/turn.

Infravision: This spell allows the recipient to see normally in total darkness. Duration: 1 day or until dispelled. Range of vision: limited by terrain or 10". Cost: 4 SP.

Invisibility, 1" Radius: Makes invisible all persons or things within 1" radius of the point upon which it is cast. Highly magical or anti-Magical creatures (such as balrogs or dragons) will still be able to see the invisible object or person, but normal monsters or men will not. Duration: until dispelled or the invisible person attempts to attack – unique for each person or thing turned invisible, not everything within the spell at the time it was cast. Range: 24". Cost: 5 SP.

Light Beam: Creates a beam of light 72" long and 1/60" in diameter, with an effect similar to that of a flashlight. Duration: as long as maintained. Cost: 4 SP + 1/turn.

Lightning Bolt: This spell produces a projectile which leaves the finger of the caster and goes a stated distance, up to a maximum of 24". At its planned distance of travel, even if the projectile is bounced back by an obstruction, the projectile turns into a lightning bolt, 6" in length and up to ¾" wide (the caster can make it narrower). Note that scattered or fumbled shots may involve casting this spell at the wrong size in width if it was not at the default ¾" size. Does 1 die of damage per level of caster. Duration: instantaneous. Cost: 5 SP.

Lightning Dart: This spell produces a small missile of electrical energy which, upon hitting something, causes 1 die of damage per level of the caster. The missile travels in a straight line from the finger of the caster to the target, up to its maximum range of 24". Duration: instantaneous. Cost: 4 SP.

Magic Analysis: This spell allows the caster to determine the basic purpose or method of operation of any normal magic item. It will not give extremely detailed information or specialized knowledge. This spell is also useful in the research and construction of magic items (see Magic Item Construction). Range: adjacent to item being examined. Cost: 6 SP.

Magic Mouth: This spell allows a magic-user to enchant an inanimate object so that it will speak a short phrase to whomever he has specified (anyone, a particular person or class of persons, whoever touches the item, etc.). Once the message has been delivered, the spell expires unless the magic-user is within 24" of the object and expends the spell points required to maintain the spell. This method is used to transmit a longer message or to cause the message to be given more than once. Cost: 3 SP + 1/turn.

Maxi-Ball: A spell which produces a tiny ball of flame, traveling from the finger of the caster in a straight line to any point within 24" that is visible to the caster. At the distance that the caster has ordered the projectile to travel, it bursts into a sphere of flame 3" in radius, with the characteristics of a normal Ball. If the projectile goes through a Firewall (4M), it will explode into its sphere at that point. This spell does ½ die of damage per level of the caster. Duration: instantaneous. Range: 24". Cost: 7 SP.

Maxi-Sleep: This spell, like the Super Sleep spell (2M), will affect creatures of higher levels but will not put the targets to sleep indefinitely. The spell will affect any number of creatures grouped within a 6" by 6" area, within the following limits: If the caster is level M, the spell contains 50 × M sleep points. A creature that has L hit dice requires L × L (L squared) sleep points to be affected. Creatures over 20 hit dice can not be affected. If the creatures in the spell area collectively require more sleep points than the spell contains, then only a portion of them determined randomly (or none at all) will be affected. Those affected roll Saving Throws, those failing falling asleep. Then, the number of turns they stay asleep is determined by dividing the total sleep points by the number of points required by the sleeping creatures alone. Maximum range: 24". Cost: 7 SP.

Measure (Concealed): This is a format of spell like Detect (Concealed) (2M), but giving a response more detailed than just a yes/no answer. Example: Detect Teleport After - by casting this spell within 5 turns of his having passed through a known or unknown Teleportation device or spell, a magic-user can confirm the fact that he has been teleported and can find the precise point at which he arrived relative to his present position. Range: 1" per

level of the caster (to a maximum of 24"). Duration: instantaneous. Cost: 3 SP.

Measure (Mental): This is a format of spell like Detect (Mental) (2M), but giving a response more detailed than just a yes/no answer. Examples: Alignment - this spell allows the user to detect the alignment (Law, Neutrality, Chaos) of a single being; Ethics - this spell allows the caster to determine whether someone or something is good, neutral, or evil. Range: 1" per level of the caster (to a maximum of 24"). Duration: instantaneous. Cost: 3 SP.

Mental Static: This spell prevents the caster's thoughts from being read by ESP, Detect (Mental), or similar means, but offers no protection against attempts to control the caster mentally. Duration: as long as maintained. Cost: 3 SP + 1/turn.

Micro-Magic Missile: Similar to Magic Missile (2M), this spell fires one missile per phase. The basic cost is 6 spell points the first phase, 3 thereafter.

Micro-Magic Missiles: This spell can shoot multiple magic missiles (2M) per phase, up to one for every three levels of the caster. The cost is 6 + 2 per missile in spell points each phase.

Micro-Phantasm: This spell is similar to Phantasmal Forces (2M) except that it affects only one person and can be used once per phase. Once a victim disbelieves the phantasm, rolling each phase for belief, he need not check again, and will not take further damage. Duration: 1 magic phase or until touched. Cost: 5 SP per phase.

Micro-Sleep: This spell, like the Super Sleep spell (2M), will affect creatures of higher levels but will not put the targets to sleep indefinitely. The spell will affect a single target and can be cast once per phase, within the following limits: If the caster is level M, the spell contains 15 × M sleep points. A creature that has L hit dice requires L × L (L squared) sleep points to be affected. Creatures over 20 hit dice can not be affected. Those affected roll Saving Throws and if they fail fall asleep. Then, the number of turns they stay asleep is determined by dividing the total sleep points by the number of points required by the creature. Maximum range: 24". Cost: 5 SP.

Midi-Strength: Similar to Mini-Strength, this spell allows the caster to increase his own physical strength by 3-18 points (rolled) for a period of time of 1-10 turns (rolled). Cost: 5 SP.

Mini-Ball: A spell which produces a tiny ball of flame, traveling from the finger of the caster in a straight line to any point within 24" that is visible to the caster. At the distance that the caster has ordered the projectile to travel, it bursts into a sphere of flame 1" in radius, with the characteristics of a normal Ball. If the projectile goes through a Firewall (4M), it will explode into its sphere at that point. This spell does 1 die of damage per level of the caster. Duration: instantaneous. Range: 24". Cost: 5 SP.

Mini-Bolt: This spell produces a projectile which leaves the finger of the caster and goes a stated distance, up to a maximum of 24". At its planned distance of travel, even if the projectile is bounced back by an obstruction, the projectile turns into a lightning bolt, 3" in length and up to ¾" wide (the caster can make it narrower). Does 1 die of damage per level of caster. Duration: instantaneous. Cost: 5 SP.

Mini-Cold Cone: A spell which produces a cone of pure cold, 3" long and 1 ½" wide at the base, with the narrow point starting at the fingertip of the caster. This spell causes 1 die of damage per level of the caster. Cost: 5 SP.

Mini-Heat Cone: A spell which produces a cone of intense heat, 3" long and 1 ½" wide at the base, with the narrow point starting at the fingertip of the caster. This spell causes 1 die of damage per level of the caster. Cost: 5 SP.

Mini-Wide Cold Cone: A spell which produces a cone of pure cold, 1 ½" long and 3" wide at the base, with the narrow point starting at the fingertip of the caster. This spell causes 1 die of damage per level of the caster. Cost: 5 SP.

Mini-Wide Heat Cone: A spell which produces a cone of intense heat, 1 ½" long and 3" wide at the base, with the narrow point starting at the fingertip of the caster. This spell causes 1 die of damage per level of the caster. Cost: 5 SP.

Mirror Image: This spell produces 1-4 exact illusionary duplicates of the caster. These images may move anywhere within 6" of the caster, at the will of the caster. Individual images will disappear when touched. Duration: as long as maintained. Cost: 5 SP + 1/turn.

Projected Mini-Strength: This spell allows the caster to increase the strength of a recipient by 2-12 (rolled randomly) strength points for 1-10 (rolled) turns. Range: 1". Cost: 5 SP.

Protection, 1" radius: A Protection spell (1M) which extends to include a circle around the magic user, and which lasts for 12 turns, affecting all beings beneficially as long as they remain within 1" of the caster. (Note: beings that are particularly resistant to magic will have to roll their Saving Throws to see if they are affected beneficially. This is one of the few instances when a magic user might want an enemy to successfully save against a spell.) Cost: 4 SP.

Protection/Normal Missiles: The recipient of this spell becomes impervious to arrows, light crossbow quarrels, and sling pellets of a non-magical nature and fired by normal, human or lesser opponents. This would not protect against heavy archery weapons, monsters using projectiles, or magical missiles of any kind. Duration: 12 turns. Range: 3". Cost: 4 SP.

Rope Trick: A spell to cause a rope to extend straight up and out of sight into what is apparently another world or dimension. Any person or thing following or climbing the rope will also go into that pocket world. If the person climbing the rope pulls the rope up into the pocket, he cannot be followed. If the rope is destroyed while outside the pocket, the person is stranded. If the rope is pulled down, the person will fall out of the pocket and back to the ground (1" fall). Range: adjacent to rope. Duration: as long as maintained and the rope is intact. Cost: 6 SP + 1/turn.

Speed: A spell that will cause those affected to move at twice-normal movement speed. This spell does not affect

blows taken per phase or dexterity. The spell can affect an area of 3" by 3". Duration: 3 turns. Range: 24". Cost: 5 SP.

Water Breathing: A spell that allows the recipient to breathe under water without harm or difficulty. Range: 3". Duration: as long as maintained. Cost: 4 SP + 1/turn.

Web: This spell produces a volume of sticky strands filling two 1" cubes. The webs appear in the targeted area, pinning and ensnaring creatures wholly in the area. Creatures on the edge of the area are entitled to an Entanglement Saving Throw versus being snared, as are creatures who touch the web after it forms (a character who touches it with a weapon may use a Physical Saving Throw instead). Anyone attacking a pinned character may also require a Saving Throw. The strands are difficult to sever without fire. To free an entangled creature requires 200 hit points of damage. Damaging spells do full damage without a Saving Throw, but double any damage done by fire. (A torch treated as a 1-die, 3-blow weapon will automatically hit and therefore does 6 dice per phase.) When resolving weapon blows, treat the strands as Leather armor defending at the level of the caster. A creature within the web who wishes to use his limbs for this or any other purpose must make an additional Entanglement Saving Throw for each limb. If no limbs are free, the victim may still use M13 (M14 for large creatures). Range: 3". Duration: until dispelled or destroyed. Cost: 5 SP.

Whirlwind: A spell that creates a whirlwind having a 1" base diameter, a 2" top diameter, and a height of 3". It is strong enough to blow out torches and to sweep away all creatures weighing less than 100 pounds in weight. The caster controls the movement of the whirlwind. Movement speed: 24" per turn. Duration: 1 turn. Range: 24". Cost: 5 SP.

Wizard Light: This spell creates a 24" radius circle of light emanating from the caster. The circle of light moves with the caster. Range: none. Duration: as long as maintained. Cost: 4 SP + 1/turn.

Fourth Level Spells

Acid, Cold, Fire, Lightning, and Poison Resistances: Each of these spells provides a measure of resistance to the type of damage named. As a result, the receiver of such a spell's effects has a 10% bonus on Saving Throws against that type of damage, and takes 1 point less per die of damage than is actually rolled. Note: Fire Resistance also applies to heat damage. Range: adjacent to target. Duration: as long as maintained. Cost: 5 SP + 1/turn.

Activate Staff: This spell will activate any type of activatable staff of the caster. It is otherwise identical to Activate Staff (2M). Cost: 4 SP.

Animal Control: This spell allows the user to control up to three 6-sided dice of 1st level animals (3-18), up to two 8-sided dice of 2nd level animals (2-16), and up to one 6-sided die of 3rd level animals. Duration: as Charm (Animal Class) (1M). Range: 12". Cost: 6 SP.

Area Darkness: A spell to produce darkness in a 3" radius sphere not necessarily centered on the caster. Maximum range: 24". Duration: (6 + level of user) turns. Cost: 5 SP.

Charm Monster: The equivalent of a Charm (Animal Class) (1M) spell, but usable against all non-intelligent creatures. For purposes of this and other spells that include the name "monster", a monster is defined as any non-human living being of an animal (not plant) nature, other than common animals, and is of less than human intelligence. Thus, an Ogre would be a monster, but a Dwarf, a Vampire, or a Wolf would not. Note that this spell affects both monsters and animals, however. If animals or creatures with three or fewer hit dice are involved, determine how many are affected by the spell as in Animal Control (4M). It is otherwise identical to the Charm (Animal Class) spells in effect. Cost: 6 SP.

Clumsiness: A spell that causes all beings within a 3" by 3" area to have difficulty in controlling their bodily movements. The net result is that the attack and defense levels of the targets are halved, and complex actions are impossible. Range: 12". Duration: 1-6 turns (rolled randomly per creature by referee). Cost: 6 SP.

Cold Beam, 12" range: Creates a beam of cold 12" long and 1/60" in diameter. This beam does damage of 1 die per level of the caster, and stops when it hits a solid object. Duration: instantaneous. Cost: 6 SP.

Confusion: This spell makes the victims unable to tell friend from enemy if they fail to make their Saving Throws. The spell will affect as many creatures as the total of the roll of two 6-sided dice plus one point for each level above 8th of the caster. The spell affects a 6" by 6" area, and any creatures that make their Saving Throws on the first try, but who stay in the area, must roll again each turn, and if they fail any Saving Throw, succumb to the spell, up to the total limit of beings affected. Any creatures that enter the area after the spell is cast must also roll. Confused creatures will act randomly, as determined per creature by the roll of two 6-sided dice. Those rolling 2-5 will attack the caster and his companions. Those rolling 6-8 will stand around doing nothing unless attacked. Those rolling 9-12 will attack whoever or whatever is nearest them. Check these actions each turn. Range: 12". Duration: as long as maintained. Cost: 5 SP + 1/turn.

Delusion: This spell causes the victim to suffer from delusions, based on his own desires and any suggestions made by the caster. For example, the victim might think that he could fly, or that a magic item conferred total immunity to dragon breath, even though these things were not true, thus placing the victim in danger. Range: 12". Duration: as long as maintained. Cost: 6 SP + 1/turn.

Dimension Door: A limited Teleport spell (5M) which allows all objects or persons within a 1" cube to be instantaneously transported no more than 36" in any direction. The objects being moved always arrive at the distance and direction stated by the caster, unless a magical barrier of certain types prevents it. Thus, the caster could move an object 12" upward, 20" left and 20" down, or any similar combination. If the caster wishes to D-Door to a position of unknown range, such as "beside that tree", use magic archery to determine how accurately he estimates the

distance. If an object occupies the space being transported to, a Saving Throw is rolled for that object. If it fails, the transfer is completed, with the interfering object being moved to the site of the original object. At least 75% of an object must be in the cube for it to be moved, and all of it will either be moved or not. That is, a D-Door will not break an object. May be cast at a point no more than 1" from caster. Duration: instantaneous. Cost: 7 SP.

Electric Micro-Ball: This spell produces a small missile of electrical energy which, upon hitting something, causes 1 die of damage per level of the caster. The missile travels in a straight line from the finger of the caster to the target, up to its maximum range of 24". This spell may be cast once per phase, and the cost listed is per phase. Duration: instantaneous. Cost: 7 SP.

Electric Mini-Ball: A spell which produces a tiny ball of flame, traveling from the finger of the caster in a straight line to any point within 24" that is visible to the caster. At the distance that the caster has ordered the projectile to travel, it bursts into a sphere of electrical discharges 1" in radius, with the characteristics of a normal Ball. If the projectile goes through a Firewall (4M), it will explode into its sphere at that point. This spell does 1 die of damage per level of the caster. Duration: instantaneous. Range: 24". Cost: 6 SP.

Fear Cone: Causes all creatures within a 6" cone to panic and flee if they fail to make their Saving Throws. (Use Magic Saving Throw for creatures, or special Fear Saving Throw for intelligent beings.) Fleeing creatures roll once each turn to check for recovery from their fear. If they make the Saving Throw, the same as the initial one needed, they stop running and may act freely. Duration of spell: instantaneous. Cost: 6 SP.

Fire Wall: This spell creates an opaque wall of fire of standard dimensions. It prevents all creatures of 4 hit dice or less from passing through. Undead take two 6-sided dice of damage when passing through, as do other beings especially susceptible to fire. Other creatures take one 6-sided die of damage from passing through. Creatures normally employing fire, such as Balrogs, take no damage. Energy projectiles, such as those that produce Fire Ball spells (3M), detonate upon contact with a Firewall. Range: 6". Duration: as long as maintained. Cost: 5 SP + 2/turn.

Gaseous Form: Changes the target into an inert gas, allowing it to penetrate any place that is not airtight. Only the target is transformed, not the things that it or he was wearing or carrying. All such material cannot be moved by the gas, and is left in place or falls to the ground, as appropriate to the item. Duration: until dispelled. Range: 6". Cost: 7 SP.

Giant Strength: This spell increases the strength of the caster by 11 to 20 points (10 + a 10 sided die). Duration: 1-10 turns. Cost: 7 SP.

Growth of Plants: This spell causes normal brush or woods to become thickly overgrown and entangled with creepers, vines, thorns, briars and so on, so as to make the area virtually impassable. It will affect an area of up to 9" square, the dimensions decided by the caster of the spell. Range: 12". Duration: until dispelled. Cost: 7 SP.

Hallucinatory Terrain: By means of this illusion spell, terrain features can either be hidden or created. Thus a swamp, hill, ridge, woods or the like can be concealed or made to appear. The spell is broken when an intelligent being touches it. Range: All affected terrain must be within 24" of the caster. Cost: 9 SP.

Haste: A spell that affects up to 24 creatures in an area of 3" × 3". It has the effect of doubling the dexterity, movement speed, and blows per phase of the targets. Duration: 3 turns. Range: 24". Cost: 7 SP.

Haste 2×4: A version of the Haste (4M) spell that affects a 2" × 4" area.

Healing: Via this spell magic-users can heal their personal damage at the rate of 1 hit point per turn. Duration: as long as maintained. Cost: 2 SP + 2/turn.

Heat Beam, 12" Range: Creates a beam of heat 12" long and 1/60" in diameter. This beam does damage of 1 die per level of the caster, and stops when it hits a solid object. Duration: instantaneous. Cost: 6 SP.

Ice Wall: A spell which creates an opaque wall of ice with effects similar to those of a Fire Wall (4M) except the special damage is for those who use fire or are specially susceptible to cold. Acts as a solid wall with threshold 4, requiring four times the level it was cast at in physical damage to make a hole in it. Range: 12". Duration: 6 turns.

Immobilization: This spell allows the caster to hold immobilized any one creature that fails to make its Saving Throw. The caster must be in range when casting the maintainence of the spell or it will be broken. Range: 24". Duration: as long as maintained. Cost: 5 SP + 1/turn.

Immobilize: This spell allows the caster to hold immobilized any one creature that fails to make its Saving Throw. The saving throw is at –10%. Range: 24". Duration: 1 turn. Cost: 7 SP

Massmorph: This spell is used to conceal up to 100 men or creatures of similar size to men, as a small wood or orchard. The concealed figures may be moved through without being noticed as anything other than trees, and it will not affect the spell. The effect will be negated by a command from the caster or by being dispelled. Range: 24". Cost: 9 SP.

Maxi-Cold Cone: A spell which produces a cone of pure cold, 6" long and 6" wide at the base, with the narrow point starting at the fingertip of the caster. This spell causes 1 die of damage per level of the caster. Cost: 12 SP.

Maxi-Heat Cone: A spell which produces a cone of intense heat, 6" long and 6" wide at the base, with the narrow point starting at the fingertip of the caster. This spell causes 1 die of damage per level of the caster. Cost: 12 SP.

Mega-Ball: A spell which produces a tiny ball of flame, traveling from the finger of the caster in a straight line to any point within 24" that is visible to the caster. At the distance that the caster has ordered the projectile to travel, it bursts into a sphere of flame 4" in radius, with the characteristics of a normal Ball. If the projectile goes through a Firewall (4M), it will explode into its sphere at that point. This spell does ½ die of damage per level of the

caster. Duration: instantaneous. Range: 24". Cost: 10 SP.

Mega-Sleep: A Mega-Sleep spell affects 2-12 creatures of 1-20 hit dice, in an area of 6" × 6". Of the beings affected, any failing to make their Saving Throws immediately fall asleep. This sleep lasts until the spell is dispelled, or for (20 - L) turns, where L is the level of the individual creature. If the target area contains more than the number of beings rolled, determine randomly which are affected. This spell is ineffective against those who do not naturally sleep. Duration: per level. Range: 24". Cost: 10 SP.

Micro-Ball: This spell produces a small missile of fire which, upon hitting something, causes 1 die of damage per level of the caster. The missile travels in a straight line from the finger of the caster to the target, up to its maximum range of 24". This spell may be cast once per phase, and the cost listed is per phase. Duration: instantaneous. Cost: 6 SP.

One-Way Darkness: Causes a wall of darkness to be formed, except that the wall appears dark from only one side (specified by the caster). From the other side, no wall is visible. Range: 6". Duration: as long as maintained. Cost: 6 SP + 2/turn.

Paralysis Cone: This spell produces a 6" cone, in which a special form of damage is applied to all living things. The damage caused by this spell is not cumulative with other types of damage. When a creature sustains damage of this type exceeding hits to unconsciousness level, total paralysis of all voluntary muscles results. Paralysis damage caused is equal to 1 die per level of the caster of the spell. Duration of cone: instantaneous. Duration of paralysis: until dispelled. Cost: 6 SP.

Percentile Negation: This spell, when cast before or at the same dexterity count as another spell being thrown that magic phase at or to include the negator, will negate from 1 - 100% of that incoming spell, rolled randomly. If the spell causes damage, the percentage negated is applied to the rolled damage. If the spell has an all-or-nothing effect and at least 51% was negated, the spell fails. This spell works against individual or area spells. Duration: 1 magic phase, or one spell, whichever comes first. Range: 24". Cost: 7 SP.

Personal Force Field: This spell has the effect of providing its user with protection equivalent to Plate armor. Duration: as long as maintained. Cost: 6 SP + 2/turn.

Personal Paralysis: A spell that causes a single target to become paralyzed. Because of the personal nature of this spell, the target's Saving Throw against it is worsened by 10%. Range: 12". Duration of spell: instantaneous. Duration of paralysis: until dispelled. Cost: 6 SP.

Plant Control: Allows the caster to control from 1 to 6 large plants (such as trees), or all small plants (ground cover) within a 1" by 1" area. Duration: 6 turns. Range: 6". Cost: 5 SP.

Polymorph Self: A spell allowing the user to take the shape of anything he desires, but without thereby acquiring the special abilities of the thing he has polymorphed himself to resemble. That is, while a caster may turn herself into the shape of a dragon, she will not gain the ability to fight and use a dragon breath weapon, but will be able to fly. (She will retain all of her own basic abilities, within the limits of the shape.) A magic-user who polymorphs himself into the shape of a giant will still have the damage capacity and strength of his normal form (as well as Saving Throws, etc.). This spell cannot be used for consistent fine-tuning such as disguising one's appearance or changing size in order to fit a particular set of armor. Duration: until dispelled, or until the caster wishes to return to normal. Cost: 6 SP.

Projected Midi-Strength: This spell allows the caster to increase the strength of a recipient by 3-18 (rolled randomly) strength points for 1-10 (rolled) turns. Range: 1". Cost: 8 SP.

Protection/Missiles: The recipient of this spell becomes impervious against all non-magical missiles, even those hurled from magical projectors. This would not protect against magical missiles of any kind. Duration: 12 turns. Range: 3". Cost: 5 SP.

Remove Curse: A spell to remove any one curse, Geas (6M), or Quest (4C). Using this spell in the case of someone holding a cursed magical item would remove the effect of the item's curse on that person, but would not affect the item permanently. (Beings under the influence of a Geas or a Quest may not use this spell or consent to its use on them.) Duration: instantaneous. Range: adjacent to target. Cost: 5 SP.

Slow: This is exactly the opposite of a Haste spell (4M) in effect (i.e., halves dexterity, etc.) but otherwise is exactly like the former spell. A spell that affects up to 24 creatures in an area of 3" × 3". A version that is 2" × 4" may also be researched, if desired. It has the effect of halving the dexterity, movement speed, and blows per phase of the targets. Note that a slow spell will counter a Haste spell and vice-versa. Duration: 3 turns. Range: 24". Cost: 7 SP.

Strength: Via this spell a magic-user may multiply his strength by 1-4 times (rolled randomly). The strength multiplication lasts for 1-10 turns (rolled). It may not be used by the caster again that day if his strength is actually multiplied, nor may any of the higher-level similar spells, e.g., Super Strength (5M) and Maxi-Strength (6M). Cost: 7 SP.

Telepathy: A spell that allows the user to cast his thoughts to any creature within 9". If the caster's intelligence is higher than that of any similar creatures within range, he may attempt to influence their mind(s) with suggestions implanted telepathically. Such suggestions will have a +10% chance of being carried out (when rolling for random actions of unintelligent beings). For player-characters or other intelligent beings, the caster and target roll percentile dice, with 10% being added to the caster's roll. If the target fails to beat the caster's score, the suggestions will be carried out. (Note that the actions to be performed must be reasonable for the target to perform. No being would willingly kill himself, for instance.) Duration: 1 turn. Cost: 6 SP.

Vertigo: This spell causes a strong feeling of vertigo (dizziness) in the target. It affects the target's equilibrium to the point that he cannot ride anything, and cannot aim a weapon or spell accurately. (He finds it difficult to defend himself as well.) No aimed spells may be thrown, and subtract 10 attack and defense levels from the target. Range: 24". Duration: 2 to 12 turns. Cost: 5 SP.

Wall of Thorns: This spell causes a solid wall of thorns to be formed with threshold 4, requiring four times the level it was cast at in physical damage to make a hole in it. Range: 6". Duration: until dispelled or destroyed. Cost: 8 SP.

Wide Cold Cone: Creates a cone of cold with a 90º vertex, 3" long and 6" wide at the base. Causes 1 die of damage per level of the caster. Cost: 9 SP.

Wide Dark Cone: Produces a cone of total darkness with a 90º vertex, 3" long and 6" wide at the base. Duration: as long as maintained. Cost: 6 SP + 1/turn.

Wide Heat Cone: Creates a cone of heat with a 90º vertex, 3" long and 6" wide at the base. Causes 1 die of damage per level of the caster. Cost: 9 SP.

Wizard Eye: A spell which allows the user to send a visual sensor up to 24" away in order to observe the scene without himself moving. The "eye" is invisible (and may be detected or seen as such). It moves up to 12" per turn. Duration: as long as maintained. Cost: 4 SP + 1/turn.

X-ray Vision: Allows the user to see through up to 1" of solid rock or 1/12" of iron for a total distance of 3" beyond. Lead prevents any penetration, as does gold and other heavy metals. The user will note hidden doors and traps when X-raying areas they are in. A 1" × 1" section of wall can be examined for hidden things in one turn. Duration: as long as maintained. Cost: 4 SP + 1/turn.

Fifth Level Spells

Air Walking: The caster may walk on air as though it were solid by using this spell. Height changes are possible by placing the feet as though walking up a ramp or stairs. If the caster trips or falls over for any reason, he falls to the ground. Cost: 6 SP + 2/turn.

Animate Dead: This spell is used for the animation of skeletons or zombies. It in no way brings a creature back to life. For the number of dead animated, simply roll one die plus one die for every level the caster is above the minimum necessary to use a fifth level spell. Thus, a 9th level magic user normally animates one die of dead. Note that the skeletons or dead bodies must be available in order to animate them. The spell lasts until dispelled or the animated dead are done away with (dispelled or destroyed). Each body requires 3 spell points to animate. Range: 3". Cost: 3 SP per body.

Broadfield Hallucination: Similar to Phantasmal Spell (2M), except it causes no damage to those believing in the illusion. Creates a sustained illusion at the discretion of the caster, of a maximum size of a 24" radius circle centered on the caster. Continues until dispelled, even if illusionary objects are touched. No Belief Saving Throw is applicable unless the illusion is physically entered. Duration: until dispelled. Range: no part of the illusion may be more than 24" from the caster. Cost: 15 SP.

Charm Being: This spell applies to all creatures of human-level intelligence, excluding all 'Undead' monsters but including such things as orcs and goblins. If the spell is successful it will cause the charmed entity to obey any spoken and understood command of the charmer until such time as the charm is dispelled. See the general Charm rules for other restrictions and effects. Range: 12". Duration: Until dispelled or removed by the caster of the spell or the caster loses control by going unconscious, dying, or moving outside range. Cost: 10 SP.

Cloudkill: This spell creates a moving, poisonous cloud of vapor which is deadly to all creatures with less than 5 hit dice if they fail Saving Throws against magic. Movement: 3" per phase according to wind direction or directly away from the spell caster if there is no wind. Dimensions: 3" sphere. Duration: 6 turns, unless dispelled or dispersed by trees or unusually strong winds. Note that the cloud is slightly heavier than air, so it will sink to the lowest possible level, go down stairs, etc. Cost: 6 SP.

Cold Cone, 12" range: Creates a cone of cold that is 12" long and 6" wide at its base. Does 1 die of damage per level of caster. Duration: instantaneous. Cost: 14 SP.

Conjure Elemental: A spell to conjure an air, water, fire, or earth elemental. The elemental will remain until dispelled, destroyed or released by the caster, but the magic user must concentrate on control of the elemental or it will turn upon its conjurer and attack him. Attacking the conjurer will break the control. Range: 24". Cost: 6 SP + 1/turn.

Crimson Bands: Creates bands that enclose a 1" cube and contract suddenly. Beings within the area must make Entanglement Saving Throws to avoid being wrapped up. If the bands are cast at a single creature, the Saving Throw is at -20%. The bands cannot be broken or removed except by magic. Range: 12". Duration: until dispelled. Cost: 8 SP.

Dark Cone, 12" Range: A 12" long × 6" long cone of total darkness. Cost: 9 SP + 2/turn.

Detection Jamming: Allows the user to prevent others from detecting his presence. Each spell of this type will operate against only one particular type of detection (which must be specified). Duration: 6 turns. Cost: 7 SP.

Diminish Others: Causes the target to shrink to 1/12 its normal size. Range: 6". Duration: until dispelled. Cost: 10 SP.

Dragon Control: This spell applies to all dragons, this spell will affect from 1-3 dragons. If the spell is successful it will cause the controlled dragon(s) to obey any spoken command of the charmer until such time as the control is dispelled. See the general Charm rules for other restrictions and effects. Range: 12". Duration: Until dispelled or removed by the caster of the spell or the caster loses control by going unconscious, dying, or moving outside range. Cost: 12 SP.

Energy Bolt: This spell produces a projectile which leaves the finger of the caster and goes a stated distance, up to a maximum of 24". At its planned distance of travel,

even if the projectile is bounced back by an obstruction, the projectile turns into a bolt of pure energy, 6" in length and up to ¾" wide (the caster can make it narrower). Note that scattered or fumbled shots may involve casting this spell at the wrong size in width if it was not at the default ¾" size. Does 1 die of damage per level of caster. Duration: instantaneous. Range: 24" Cost: 9 SP.

Energy Cone: Creates a cone of pure energy that is 6" long and 3" wide at its base. Cost: 9 SP.

Energy Dart: This spell produces a small missile of pure energy which, upon hitting something, causes 1 die of damage per level of the caster. The missile travels in a straight line from the finger of the caster to the target, up to its maximum range of 24". Duration: instantaneous. Cost: 7 SP.

Energy Resistance: Provides resistance to pure energy damage, as well as to fire, heat, and electricity, in a manner similar to other resistance spells. As a result, the receiver of such a spell's effects has a 10% bonus on Saving Throws against that type of damage, and takes 1 point less per die of damage than is actually rolled. Range: adjacent to target. Duration: as long as maintained. Cost: 7 SP + 1/turn.

Extension: This spell causes another spell thrown with it to increase in duration by 50%. Unlike most spells, this spell cannot be used unless another spell is thrown at the same time. Furthermore, the spell to be extended must neither be maintained nor consist of destructive energies of any kind. Thus, a Fireball (3M) could not be extended, nor could a Poison Gas (6M). The primary use of this spell is to prolong the effects of a spell such as Haste (4M) and Strength (4M). Range: as that of the companion spell thrown. Duration: instantaneous. Cost: 4 SP + level of the spell it extends.

Feeblemind: A spell used primarily against magic users, it causes the target to lose all effective intelligence. Target retains only the most primitive instinctive mental responses (balance, aversion to pain, and the like). Because of its specialized nature, the Feeblemind spell worsens the Saving Throw of any magic-using target by 20%. Range: 24". Duration: until dispelled. Cost: 8 SP.

Flame, 12": This spell produces a stream of flame 12" long and ½" wide, beginning at the tip of the caster's finger. The flame splashes when it hits any solid non-flammable object, which may cause the flame to damage other targets or the caster. If the target of the flame is destroyed by the damage caused, whatever was behind the target is also a target. Damage caused is 1 die per level of the caster. Duration: instantaneous. Cost: 8 SP.

Giant Control: This spell applies to all giants, this spell will affect from 1-4 giants. If the spell is successful it will cause the controlled giant(s) to obey any spoken command of the charmer until such time as the control is dispelled. See the general Charm rules for other restrictions and effects. Range: 12". Duration: Until dispelled or removed by the caster of the spell or the caster loses control by going unconscious, dying, or moving outside range. Cost: 10 SP.

Growth of Animals: A spell which will cause from 1-6 normal-sized animals of any kind to grow to giant size (up to 12 times their normal dimensions), with proportionate changes in their attack, defense, and hit capabilities. In addition, any animal of low intelligence will not be able to cope with the adjustment, and will tend to eventually go berserk. Range: 12". Duration: until dispelled. Cost: 9 SP.

Heat Cone, 12" Range: Creates a cone of heat that is 12" long and 6" wide at its base. Does 1 die of damage per level of caster. Duration: instantaneous. Cost: 14 SP.

Hold Monster: A spell similar to Charm Person (1M), but which is of more limited duration and greater effect. It affects either from 1-4 monsters of less than human intelligence (rolled on a 4-sided die) normally, or can be concentrated on 1 target, in which case the target suffers a 10% penalty to the Saving Throw roll. This spell has the further effect of making the caster's commands understood by the monster(s) taken over. Duration: 6 + level of caster (in turns). Range 12". Cost: 8 SP.

Human Control: A spell similar to Charm Person (1M) and Hold Person (3M), but which is of more limited duration and greater effect. It affects either 2-12 persons with 3 or fewer hit dice, 2-8 persons with 4-6 hit dice, 1-4 persons with 7-9 hit dice, or 1 person having 10 or more hit dice (rolled on a 4-sided die) normally, or can be concentrated on 1 target, in which case the target suffers a 10% penalty to the Saving Throw roll. This spell has the further effect of making the caster's commands understood by the person(s) taken over, even if the wrong language is used. Duration: 6 + level of caster (in turns). Range 12". Cost: 10 SP.

Ice Storm: This spell causes a hailstorm to exist in a 3" cube that rests upon the ground. This spell may only be used outdoors. The storm causes impact damage of 1 die per level of the caster. Duration: 1 phase (not magic phase). Range: 12" to the near wall of the cube, maximum. Cost: 8 SP.

Iron Wall: This spell causes a wall of iron to be formed with a thickness of 1/24" and a threshold of 18 requiring eighteen times the level it was cast at in physical damage to make a hole in it, and otherwise standard dimensions. Range: 6". Duration: 12 turns.

Locate Person: In order for this spell to be effective it must be cast with certain knowledge of who is to be located. Thus, the person to be located would have to be known to the caster in order for the spell to work. The spell gives the user the direction of the person desired, but not the distance. The desired person must be within range in order to be detected at all. Range: 6" + 1" per level of the caster. Duration: 1 magic phase. Cost: 6 SP.

Macro-Ball: This spell is similar to a Fire Ball (3M), except that the radius of the explosion is 6", and the damage done is ¼ die per level of the caster. Range: 24" Cost: 15 SP.

Macro-Sleep: This spell operates like a Sleep spell (1M) on any creature less than 21st level. 2-12 such creatures may be affected by the spell in an area of 6" × 6". Of the beings affected, any failing to make their Saving Throws immediately fall asleep. This sleep lasts until the spell is dispelled, until the magic user dies, or until the

magic user is more than 24" from the sleepers (checked individually). If the target area contains more than the number of beings rolled, determine randomly which are affected. This spell is ineffective against those who do not naturally sleep. Range: 24". Cost: 12 SP.

Mass Invisibility: Makes invisible all persons or things within up to 24" radius of the point upon which it is cast, determined by the caster. Highly magical or anti-Magical creatures (such as balrogs or dragons) will still be able to see the invisible object or person, but normal monsters or men will not. Duration: until dispelled or the invisible person attempts to attack – unique for each person or thing turned invisible, not everything within the spell at the time it was cast. Range: 0". Cost: 12 SP + radius in inches. Maximum radius: 24".

Maxi-Paralysis Cone: This spell produces a 6" long by 6" wide cone, in which a special form of damage is applied to all living things. The damage caused by this spell is not cumulative with other types of damage. When a creature sustains damage of this type exceeding hits to unconsciousness level, total paralysis of all voluntary muscles results. Paralysis damage caused is equal to 1 die per level of the caster of the spell. Duration of cone: instantaneous. Duration of paralysis: until dispelled. Cost: 12 SP.

Maze: This spell fills a 6" × 6" × 2" high area with a maze of shifting Illusionary walls, constantly moving and changing. Any victim who fails a Belief Saving Throw is completely unable to find the way out of the maze. Each victim gets a new Belief Saving Throw each turn. Anyone entering the maze must also make a Belief Saving Throw or be affected. Range: 12". Duration: 6 turns. Cost: 15 SP.

Micro-Cold Beam: Creates a beam of cold 12" long and 1/60" in diameter, that can be produced every phase. This beam does damage of 1 die per level of the caster, and stops when it hits a solid object. Duration: instantaneous. Cost: 8 SP.

Micro-Heat Beam: Creates a beam of heat 12" long and 1/60" in diameter, that can be produced every phase. This beam does damage of 1 die per level of the caster, and stops when it hits a solid object. Duration: instantaneous. Cost: 8 SP.

Mini-Energy Bolt: This spell produces a projectile which leaves the finger of the caster and goes a stated distance, up to a maximum of 24". At its planned distance of travel, even if the projectile is bounced back by an obstruction, the projectile turns into a bolt of pure energy, 3" in length and up to ¾" wide (the caster can make it narrower). Does 1 die of damage per level of caster. Duration: instantaneous. Cost: 8 SP.

Mini-Energy Cone: Creates a cone of pure energy that is 3" long and 1 ½" wide at its base. Cost: 9 SP.

Mini-Wide Energy Cone: A spell which produces a cone of pure energy, 1 ½" long and 3" wide at the base, with the narrow point starting at the fingertip of the caster. This spell causes 1 die of damage per level of the caster. Cost: 8 SP.

Paralysis Cone, 12" Range: This spell produces a 12" long by 6" wide cone, in which a special form of damage is applied to all living things. The damage caused by this spell is not cumulative with other types of damage. When a creature sustains damage of this type exceeding hits to unconsciousness level, total paralysis of all voluntary muscles results. Paralysis damage caused is equal to 1 die per level of the caster of the spell. Duration of cone: instantaneous. Duration of paralysis: until dispelled. Cost: 14 SP.

Passwall: A spell that opens a 1" diameter hole of up to 1" in length through or into any normal wall or solid object. Duration: 3 turns. Range: 3" from caster. Cost: 8 SP.

Personal Wizard Lock: Similar to a Wizard Lock (2M), this spell allows only the caster to pass through it without dispelling it. Similar to a Hold Portal (1M), this spell lasts until dispelled. It can be opened by a Knock Spell (2M) without the Wizard Lock being removed. Any magic user who is three levels higher than the one who cast the spell can pass it through without a spell of any type. Cost: 8 SP.

Polymorph Others: Unlike the spell Polymorph Self (4M), this spell causes the recipient to assume both the form and the special abilities of the creature they are polymorphed to resemble. In so doing, the recipient loses all of their own physical abilities (but maintains their mentality and hit capacity). This spell may not be cast on oneself. Range: 6". Duration: until dispelled. Cost: 10 SP.

Projected Clairaudience: Same as Clairaudience (3M) except that other persons within 1" of the caster may listen in. This spell allows the caster to place his point of hearing at a distance and hence hear things when he could not do so by normal means. It can penetrate solid rock up to about 3" in thickness, but a thin coating of lead will prevent its penetration. This spell may be used to listen in on the voices of creatures seen through a crystal ball although the spell itself is not transmitted through the crystal ball. Range: 24". Cost: 8 SP + 1/turn.

Projected Clairvoyance: Same as Clairvoyance (3M) except that other persons within 1" of the caster may also watch. This spell allows the caster to place his point of view at a distance and hence see events transpiring in a location not visible to him by normal means. It can penetrate solid rock up to about 3" in thickness, but a thin coating of lead will prevent its penetration. Note: Spell will not make objects that are invisible or enveloped in darkness visible, unless used in conjunction with a spell or device to see invisible objects or in darkness. Range: 24". Duration: as long as maintained. Cost: 8 SP + 1/turn.

Projected Strength (×1-4): A spell similar to Strength (4M) that can be cast on another being. Via this spell a magic-user may multiply another beings strength by 1-4 times (rolled randomly). The strength multiplication lasts for 1-10 turns (rolled). It may not be used on the same being again that day if the strength is actually multiplied, nor may any of the similar spells, e.g., Strength (4M), Super Strength (5M), and Maxi-Strength (6M). Range: 3". Cost: 10 SP.

Recharge: This spell is cast with other spells to renew 1 charge of a wand or staff. The magic user casts Recharge simultaneously with all charged spells in the staff or wand, as one expensive spell. Note that the caster must have access to all spells in the item, either memorized himself or on scrolls. Effects contained in the item but which do not use charges are not included in the casting. An item may not be given more charges than its maximum. A magic user of at least 11th level may also write a recharge scroll for an item. This scroll contains the same expensive combined 5th level spell described above. Range: adjacent to item being recharged. Cost: 3 + highest level spell in the item.

Scroll Lock: This spell prevents the writings on a scroll or similar object from being read by anyone except the caster of the Scroll Lock spell. Dispelling of the Scroll Lock may (100 - level of dispeller in %) result in damage or erasure to the scroll itself. Range: adjacent to scroll. Duration: until removed. Cost: 6 SP.

Silver Magnet: A spell to make an object attract silver like a normal magnet attracts iron. The strength of the magnet may be adjusted by the caster so that silver will be attracted only weakly or very strongly. (Silver pieces might be drawn upwards out of a backpack, but not so forcefully that the backpack would be torn.) Range of effect: 6". Range of spell: adjacent to object to be magnetized. Duration: until dispelled. Cost: 7 SP.

Speak With Dead: A spell that allows the user to converse with a dead body, the magic user being able to ask three questions. Note that the length of time the creature has been dead will be a limiting factor. Magic users of 8th level or less (using scrolls or implements with the spell) can only speak with recent dead (no more than 4 days dead). 9th-17th level magic users can converse with creatures dead up to four months. Magic users 18th level or higher may converse with any intact remains of any age. Note that the magic user must be able to speak the language of the deceased in question. Range: adjacent to deceased. Cost: 8 SP.

Stone Wall: This spell creates a wall of stone with a thickness of 1/3", a threshold of 15 requiring fifteen times the level it was cast at in physical damage to make a hole in it, and otherwise standard dimensions. Range: 6". Duration: until dispelled or destroyed.

Super Strength: Via this spell a magic-user may multiply his strength by 1-5 times (rolled randomly). The strength multiplication lasts for 1-10 turns (rolled). It may not be used by the caster again that day if his strength is actually multiplied, nor may any of the similar spells, e.g., Strength (4M), Projected Strength (5M) and Maxi-Strength (6M). Cost: 10 SP.

Telekinesis: By means of this spell, an object may be moved from a distance by mental force. The weight limit is 20 pounds per level of the caster. Thus a 12th level caster would be able to manipulate a weight of up to 240 pounds. Duration: As long as maintained. Range: 12". Cost: 7 SP + 1/turn.

Teleport: This spell allows the caster to Teleport himself instantly from one location to another, with the following restrictions: The caster must be firmly familiar with the intended destination (either the magical spell Photographic Memory (2M) or the thievish Eidetic Memory, Visual ability will assure this, as will a period of one hour spent memorizing the specific location at any time within the recent past). The caster must be fully conscious and in control of his actions (being knocked unconscious just as the spell is going off makes you lose some of your control). The caster may not Teleport either into or out of consecrated ground, or into a structure protected by Castle Protection (7M), if that spell was not of his own casting. The caster may not Teleport into any area in which magic is currently not functional, such as an area covered by Magic Damping Field (8M). If the caster accidentally or deliberately violates one or more of these restrictions, his Teleport spell malfunctions as follows: the magic user must make a Saving Throw vs. magic. If he succeeds in achieving his Saving Throw, he will simply fail to Teleport at all, and will remain in his initial location. If the caster fails this initial Saving Throw and was trying to Teleport to an unmemorized location or while losing control, he does Teleport, but must roll another Saving Throw vs. magic to determine the location, if any. If the caster failed to make his first Saving Throw, but succeeded the second time, he arrives at a location from 1-100" (rolled) in each of the three dimensions from his intended location (i.e., 37" North, 12" East, and 84" Up is one possible result). If the caster failed both his first and second Saving Throw attempt, but succeeded on the third attempt, he would arrive at a destination from 1-1000" (rolled) from his destination in each dimension. If he failed to make this third and final Saving Throw, he would simply vanish, having Teleported to a point unknown or nonexistent. Cost: 12 SP.

Transmute Iron-Lead: Allows the user to change all of the iron in a 1" cube into lead or vice-versa. Will not work on magical metal. Duration: change is permanent unless reversed by similar spell. (Note: this spell works on masses of iron, not individual molecules. Thus, the iron in a person's bloodstream would be unaffected, but his weapons and armor would change.) Range: 3". Cost: 9 SP.

Transmute Rock-Mud: Allows the user to change all of the rock in a 1" cube to mud, or vice-versa. Will not work on magical rock, and living rock gets a Saving Throw. Duration: change is permanent unless reversed by similar spell. Range: 3". Cost: 7 SP.

Undead Control: This spell applies to all Undead and but affects 2-8 Undead under 4 hit dice and 1-4 Undead having 4 or more hit dice. If the spell is successful it will cause the controlled Undead to obey any spoken command of the charmer until such time as the control is dispelled. See the general Charm rules for other restrictions and effects. Range: 12". Duration: Until dispelled or removed by the caster of the spell or the caster loses control by going unconscious, dying, or moving outside range. Range: 12". Cost: 8 SP.

Vari-Ball: A spell which produces a tiny ball of flame, traveling from the finger of the caster in a straight line to any point within 24" that is visible to the caster. At the distance that the caster has ordered the projectile to travel, it bursts into a sphere of flame up to 2" in radius, with the

characteristics of a normal Ball. If the projectile goes through a Firewall (4M), it will explode into its sphere at that point. The size can be from the size of the projectile, like a Micro-ball (4M), up to the size of a full Fireball at 2" radius, determined by the caster. Note that scattered or fumbled shots may involve casting this spell at the wrong size. This spell does 1 die of damage per level of the caster. Duration: instantaneous. Range: 24". Cost: 8 SP.

Vari-Bolt: This spell produces a projectile which leaves the finger of the caster and goes a stated distance, up to a maximum of 24". At its planned distance of travel, even if the projectile is bounced back by an obstruction, the projectile turns into a lightning bolt, up to 6" in length (the caster can make it from as short as 1/60" to as long as 6") and up to ¾" wide (the caster can make it narrower). Note that scattered or fumbled shots may involve casting this spell at the wrong size in either length **and/or** width. Does 1 die of damage per level of caster. Duration: instantaneous. Cost: 7 SP.

Vari-Cold Cone: A spell which produces a cone of pure cold, 6" long and width of the base can be adjusted anywhere from its normal 3" width down to a narrow beam 1/60" wide, with the narrow point starting at the fingertip of the caster. This spell causes 1 die of damage per level of the caster. Cost: 9 SP.

Vari-Heat Cone: A spell which produces a cone of pure heat, 6" long and width of the base can be adjusted anywhere from its normal 3" width down to a narrow beam 1/60" wide, with the narrow point starting at the fingertip of the caster. This spell causes 1 die of damage per level of the caster. Cost: 9 SP.

Vortex: Similar to a Whirlwind spell (3M), a spell that creates a vortex having a 1" base diameter, a 2" top diameter, and a height of 3". It is strong enough to blow out torches and to sweep away all creatures that can fit inside it. The caster controls the movement of the vortex. this spell is a bit stronger in that it does 1 die of damage per magic phase to those in its path, without a Saving Throw. Also, any creature failing its Saving Throw against a Vortex spell is swept up by it and carried along with it (re-rolling Saving Throw each magic phase). Duration: as long as maintained. Range: 12". Movement speed: 24" per turn. Cost: 8 SP + 1/turn.

Weakness: Causes the target to become weaker at the rate of 1 strength point per phase until a maximum strength loss of 50% of the target's strength is reached. Such weakness is reflected in both attack and in damage caused in combat. Range: 12". Duration: until dispelled. Cost: 8 SP.

Wide Paralysis Cone: This spell produces a 3" long by 6" wide cone, in which a special form of damage is applied to all living things. The damage caused by this spell is not cumulative with other types of damage. When a creature sustains damage of this type exceeding hits to unconsciousness level, total paralysis of all voluntary muscles results. Paralysis damage caused is equal to 1 die per level of the caster of the spell. Duration of cone: instantaneous. Duration of paralysis: until dispelled. Cost: 9 SP.

Sixth Level Spells

Acid, Cold, Fire, Lightning, and Poison Protection(s): Each of these spells halves the damage suffered by the caster from the danger named. A successful Saving Throw, when applicable, will further halve the damage. Note: Fire Protection also applies to heat damage. Duration: as long as maintained. Cost: 10 SP + 2/turn.

Air Wall: This spell creates a transparent wall of air of standard dimensions. This wall will stop archery, breath weapons, and projectile-type magic (i.e., the explosion of a Fireball will go through an Air Wall, but the pre-explosion pellet will not). Acts as a solid wall with threshold 7 requiring seven times the level it was cast at in physical damage to make a hole in it. Range: 6". Duration: as long as maintained.

Anti-Magic Shell: A skin-tight field that surrounds and permeates the caster and all items held by the caster, making them totally impervious to all magical (not clerical) spells, whether cast by finger or by implement. While the shell is up the caster may not throw any other spells, by finger or by implement. Purely magical damage bonuses of magical weapons will also not travel in or out of the shell. Duration: 12 turns. Cost: 10 SP.

Area Muscle Spasm: A version of Muscle Spasm (1M) that affects a 6" by 6" area. A spell that is used to disrupt the aim of a single opponent for one phase. No effect if victim makes Saving Throw. Range: 24". Cost: 10 SP.

Astral Eye: This spell allows the caster to send out an invisible viewer similar to Wizard Eye (4M) except that this viewer can travel through walls and solid objects unless they are specifically shielded against it by enchantment. Duration: as long as maintained. Range: 24". Cost: 12 SP + 2/turn.

Bomb: A spell which produces a tiny ball of explosive, traveling from the finger of the caster in a straight line to any point within 24" that is visible to the caster. At the distance that the caster has ordered the projectile to travel, it generates into a sphere of concussion (impact) 2" in radius, with the characteristics of a normal Ball. If the projectile goes through a Firewall (4M), it will explode into its sphere at that point. This spell does 1 die of impact damage per level of the caster. Duration: instantaneous. Range: 24". Cost: 12 SP.

Cold Pellet: This spell produces a small missile of pure cold which, upon hitting something (hopefully the intended target), causes 1 die of damage per level of the caster. The missile travels in a straight line from the finger of the caster to the target, up to its maximum range of 6". Duration: instantaneous. Cost: 12 SP.

Control Weather: This spell allows the caster to change the weather conditions in his area. Changes must be made in a natural progression (clear sky to light clouds to heavy clouds to rain to storm, for instance). Each level (1-6) of change costs 25 spell points to accomplish. The possible weather states and their levels are given below:

LEVEL	WEATHER STATE
1	Clear Sky, Light Winds
2	Light Clouds, Medium Winds
3	Stop Rain, Cold Wave, Deep Clouds, Heat Wave
4	Strong Winds, Storm Clouds, Rain
5	Rainstorm, Snow, Stop Tornado
6	Tornado, Blizzard, Thunderstorm

Duration: the spell changes the weather in one phase. The change lasts for as long as would natural weather. Cost: 25 SP per step.

Daemon Control: This spell allows the caster to take control of any Daemon (not demon), either free-willed or already controlled, that is no more than 1 ½ times the level of the caster. Or any combination of Daemons whose total levels add up to no more than the level of the caster. Thus, a 20th level magic user could control one 30th level Daemon or two 10th level Daemons with this spell. If he is taking over control of an already controlled Daemon, the caster must check his level against that of the current controller. If they are the same level, he has a 50% chance of gaining control, adjusted 5% per level in favor of the higher controller. Thus, our 20th level magic user would have a 55% chance of taking over control from a 19th level magic user. While controlled in this manner, a Daemon must obey any command of the controller that would not lead to the direct and permanent extinction of the Daemon. Range: 24". Duration: until dispelled. Remember: the affected Daemon(s) get their normal Saving Throw against being controlled, even if simply passing from one controller to another, and if they have been maltreated they will turn on their controller as soon as the control is broken in any way. Cost: 12 SP.

Death: This spell causes all of the living creatures in a designated area 6" × 6" × 2" high who are no more than ½ the level of the caster to have to roll a Saving Throw vs. magic. Any such creatures that fail to make their Saving Throws die outright, with their bodies intact. Creatures who are not affected, or who are at least ½ the level of the caster, are not harmed in any way. Note: single-celled creatures that live within other living beings symbiotically are considered beneath the notice of this spell, and are not affected unless their companion organism dies. Thus, neither your blood cells nor your intestinal bacteria need to have their Saving Throws rolled individually. Range: all parts of the affected area must be within 24" of the caster. Duration: the effects are instantaneous, and the deaths caused thereby cannot be dispelled, but instead would have to be reversed by clerical or magical means. Cost: 9 SP.

Disintegrate: This spell will cause an individual object of any kind - other than that of a magical nature - to disintegrate. Any living being or object will disintegrate if it blows its Saving Throw against magic. Range of spell: 6". Maximum size of object: none, except entire object must be in range, or segment to be disintegrated must be in range. Cost: 11 SP.

Double-Size Dimension Door: A limited Teleport spell (5M) which allows all objects or persons within a 2" cube to be instantaneously transported no more than 36" in any direction. The objects being moved always arrive at the distance and direction stated by the caster, unless a magical barrier of certain types prevents it. Thus, the caster could move an object 12" upward, 20" left and 20" down, or any similar combination. If the caster wishes to D-Door to a position of unknown range, such as "beside that tree", use magic archery to determine how accurately he estimates the distance. If an object occupies the space being transported to, a Saving Throw is rolled for that object. If it fails, the transfer is completed, with the interfering object being moved to the site of the original object. At least 75% of an object must be in the cube for it to be moved, and all of it will either be moved or not. That is, a D-Door will not break an object. May be cast at a point no more than 1" from caster. Duration: instantaneous. Cost: 12 SP.

Energy Cone, 12": A spell which produces a cone of pure energy, 12" long and 6" wide at the base, with the narrow point starting at the fingertip of the caster. This spell causes 1 die of damage per level of the caster. Cost: 18 SP.

Energy Micro-Ball: This spell produces a small missile of pure energy which, upon hitting something, causes 1 die of damage per level of the caster. The missile travels in a straight line from the finger of the caster to the target, up to its maximum range of 24". This spell may be cast once per phase, and the cost listed is per phase. Duration: instantaneous. Cost: 8 SP.

Homing Ball Lightning: A spell to produce a sphere of electrical energy ½" in diameter. It travels away from the caster at 12" per magic phase until it strikes an object and explodes. The explosion affects an area 1" wide by 3" long beginning at the point of the explosion and extending in the direction of motion of the sphere. The "Homing" aspect means that it 'locks on' a target and will hunt it down (traveling in a straight line or following around corners by the shortest available route) until it hits the target. Target must be within 12" of the caster for the ball to initially 'lock on'. Causes damage at ½ die per level of the caster. Cost: 11 SP.

Homing Ball of Fire: Same as Homing Ball Lightning (6M) except that fire is employed rather than electricity. Cost: 11 SP.

Impact Resistance: The receiver of this spell has a 10% bonus on Saving Throws against any impact damage, such as from a Bomb spell, and takes 1 point less per die of damage than is actually rolled. Note: Impact Resistance also applies to physical damage from weapons, falling, etc. Range: adjacent to target. Duration: as long as maintained. Cost: 5 SP + 1/turn.

Indetectibility: When this spell is cast, there is no way to perceive or detect the recipient except through use of a Detect (Simple) Life (1M) spell, or by indirect means such as noticing that an unfelt obstruction is present. Duration: until dispelled or the invisible person attempts to attack. Range: 3". Cost: 12SP.

Individual Death: This spell affects any one living creature of any level. The individual nature of the spell worsens the creature's Magical Death Saving Throw by 10% against this spell. If the creature fails to save after

adjustment, it dies. Duration: instantaneous. Range: 24". Cost: 9 SP.

Invisible Stalker: This spell allows the caster to summon a being of a highly specialized nature. This being, called an Invisible Stalker, will perform one basic mission for the caster each time summoned, but will become hostile if the summons are too frequent (more than once per day if short missions, once per week if long missions). The Stalker will continue on any one mission until it is accomplished, regardless of time or distance. The missions upon which a Stalker may be sent must be consistent with the alignment of the caster. Stalkers return to their extra-dimensional home upon completion of their mission, or if a magic user at least 3 levels higher than the original summoner casts a Dispel Magic (3M) at the Stalker. Summons takes 1 full turn. Range: adjacent to caster. Cost: 12 SP.

Lead Wall: This spell produces wall of lead with a width of 1/6", a threshold of 12 requiring seven times the level it was cast at in physical damage to make a hole in it, and otherwise standard dimensions. Duration: until dispelled or destroyed. Cost: 9 SP.

Lightning Bolt, 12": This spell produces a projectile which leaves the finger of the caster and goes a stated distance, up to a maximum of 24". At its planned distance of travel, even if the projectile is bounced back by an obstruction, the projectile turns into a lightning bolt 12" in length and up to ¾" wide (the caster can make it narrower). Note that scattered or fumbled shots may involve casting this spell at the wrong size in width if it was not at the default ¾" size. Does 1 die of damage per level of caster. Duration: instantaneous. Cost: 10 SP.

Locate Monster: In order for this spell to be effective it must be cast with certain knowledge of the type of monster that is to be located. It is not required that a particular monter be known to the caster, obly the type of monster. The spell gives the user the direction of the object desired, but not the distance. The closest one within range is located. Range: 6" + 1" per level of the caster. Duration: 1 magic phase. Cost: 8 SP.

Lower Water: This spell causes the water level in a river or similar body of water (or related liquid) to drop to ½ of its previous depth in the area of the magic user. Maximum affected area limited by the range of the spell from the caster. The water remains shallow for as long as the spell is maintained. Range from caster: 24". Cost: 10 SP + 2/turn.

Maxi-Energy Cone: A spell which produces a cone of pure energy, 6" long and 6" wide at the base, with the narrow point starting at the fingertip of the caster. This spell causes 1 die of damage per level of the caster. Cost: 16 SP.

Maxi-Strength: This spell is used to temporarily attempt to increase the strength of the caster by a major amount. Upon casting the spell, the caster rolls a percentile die (1-100). The result, if greater than his natural strength, becomes his temporary strength for the duration of the spell. If less than his natural strength, the spell is still cast, but has no effect. It may not be used by the caster again that day if his strength is actually increased, nor may any of the similar spells, e.g., Strength (4M), Projected Strength (5M) and Super-Strength (5M). Duration: 1-10 turns. Range: affects caster only. Cost: 18 SP.

Mega-Cold Cone: A spell which produces a cone of pure cold, 12" long and 12" wide at the base, with the narrow point starting at the fingertip of the caster. This spell causes 1 die of damage per level of the caster. Cost: 24 SP.

Mega-Dark Cone: A spell that produces total darkness in a cone, 12" long and 12" wide at the base, with the narrow point starting at the fingertip of the caster. Duration: as long as maintained. Cost: 16 SP + 2/turn.

Mega-Heat Cone: A spell which produces a cone of pure heat, 12" long and 12" wide at the base, with the narrow point starting at the fingertip of the caster. This spell causes 1 die of damage per level of the caster. Cost: 24 SP.

Micro-Feeblemind: A spell used primarily against magic users, it causes the target to lose all effective intelligence. Target retains only the most primitive instinctive mental responses (balance, aversion to pain, and the like). Because of its specialized nature, the Feeblemind spell worsens the Saving Throw of any magic-using target by 20%. Since it is a micro spell, it can be thrown once per phase. Range: 24". Duration: until dispelled. Cost: 11 SP.

Mini-Bomb: A spell which produces a tiny ball of explosive, traveling from the finger of the caster in a straight line to any point within 24" that is visible to the caster. At the distance that the caster has ordered the projectile to travel, it generates into a sphere of concussion (impact) 1" in radius, with the characteristics of a normal Ball. If the projectile goes through a Firewall (4M), it will explode into its sphere at that point. This spell does 1 die of impact damage per level of the caster. Duration: instantaneous. Range: 24". Cost: 10 SP.

Mirror Wall: This spell creates an immaterial wall with a mirror-like surface. It will reflect spell pellets, bolts, and any spell that would normally reflect from a mirror, as well as light and related phenomena. Range: 6". Duration: as long as maintained.

Monster Control: This spell is similar to Human Control (5M), but will work specifically on monsters of subhuman intelligence. It affects either 2-12 monsters with 3 or fewer hit dice, 2-8 monsters with 4-6 hit dice, 1-4 monsters with 7-9 hit dice, or 1 monster having 10 or more hit dice (rolled on a 4-sided die) normally, or can be concentrated on 1 target, in which case the target suffers a 10% penalty to the Saving Throw roll. This spell has the further effect of making the caster's commands understood by the monster(s) taken over, even if the wrong language is used. Duration: 6 + level of caster (in turns). Range 12". Cost: 12 SP.

Monstrous Plant Control: This spell is similar to Human Control (5M), but will work specifically on monstrous plants of subhuman intelligence. It affects either 2-12 plants with 3 or fewer hit dice, 2-8 plants with 4-6 hit dice, 1-4 plants with 7-9 hit dice, or 1 plant having 10 or

more hit dice (rolled on a 4-sided die) normally, or can be concentrated on 1 target, in which case the target suffers a 10% penalty to the Saving Throw roll. This spell has the further effect of making the caster's commands understood by the plant(s) taken over, even if the wrong language is used. Duration: 6 + level of caster (in turns). Range 12". Cost: 10 SP.

Move Earth: When above ground, the caster may use this spell to move small hills or ridges (all parts of which must be within 24" of the caster) or to cause avalanches, small tremors, and other effects, such as cracking, fissuring, etc. When below ground, the caster may use this spell to open and close tunnels for his own use or to hamper others, as well as to move obstructing rocks aside. The spell takes one full turn to go into effect. Any object set into continuous motion (other than as affected by gravity or other forces) will move no faster than 6" per turn. Duration: as long as maintained. Range: 24". Cost: 25 SP + 15/turn.

Negation: This magical spell enables the caster to negate the casting of a spell in a manner similar to the way Percentile Negation (4M) negates part or all of a spell upon arrival at the location of the caster. That is, where Percentile Negation would only work on a spell that is aimed at or to include the negator, this 6th level version enables the person casting the Negation spell to pick a target and to turn off part or all of his spell as it is being cast. Thus, someone using the Negation spell could reduce the effects of a spell being cast by an enemy for the benefit of other enemies, such as Haste or other such spell. Just as with Percentile Negation, this spell may only affect one spell, and that spell must be cast at the same Dexterity Count or later in the same phase as the Negation spell, in order to have the basic effect. If the target of the Negation was NOT attempting to throw a spell that phase, he must make a Saving Throw vs. magic. If he fails this Saving Throw, then the Negation reduces the effectiveness of the first spell attempted by the target, if he attempts to throw any spell within 6 phases of the Negation. The target does not know this, however, and may attempt to throw magic in a normal manner. In this case, he might be in for a surprise. Range: 24". Cost: 11 SP.

Part Water: A spell which will create a dry surface below the level of water no more than 2" deep for as long as the spell is maintained. This spell can be shaped either as a 2" radius circle, or as a 1" by 6" "corridor", thus making either a dry circle or a subsurface "bridge". Range from caster: 12". Cost: 8 SP + 4/turn.

Passenger Teleport: This spell allows the caster to Teleport himself and one passenger instantly from one location to another, with the following restrictions: The caster must be firmly familiar with the intended destination (either the magical spell Photographic Memory (2M) or the thievish Eidetic Memory, Visual ability will assure this, as will a period of one hour spent memorizing the specific location at any time within the recent past). The caster must be fully conscious and in control of his actions (being knocked unconscious just as the spell is going off makes you lose some of your control). The caster may not Teleport either into or out of consecrated ground, or into a structure protected by Castle Protection (7M), if that spell was not of his own casting. The caster may not Teleport into any area in which magic is currently not functional, such as an area covered by Magic Damping Field (8M). If the caster accidentally or deliberately violates one or more of these restrictions, his Teleport spell malfunctions as follows: the magic user must make a Saving Throw vs. magic. If he succeeds in achieving his Saving Throw, he will simply fail to Teleport at all, and will remain in his initial location. If the caster fails this initial Saving Throw and was trying to Teleport to an unmemorized location or while losing control, he does Teleport, but must roll another Saving Throw vs. magic to determine the location, if any. If the caster failed to make his first Saving Throw, but succeeded the second time, he arrives at a location from 1-100" (rolled) in each of the three dimensions from his intended location (i.e., 37" North, 12" East, and 84" Up is one possible result). If the caster failed both his first and second Saving Throw attempt, but succeeded on the third attempt, he would arrive at a destination from 1-1000" (rolled) from his destination in each dimension. If he failed to make this third and final Saving Throw, he would simply vanish, having Teleported to a point unknown or nonexistent. The passenger must be adjacent to the caster. This other person must be either willing or fail a Magic Saving Throw. If the caster fails to successfully Teleport accurately, the same fate is suffered by the passenger. Cost: 15 SP.

Poison Gas: This spell creates a cloud of poison gas 6" × 6" × 1" which moves away from the caster at 3" per phase in windless conditions, otherwise, adjusted by wind. Causes 1 die of damage per level of the caster. Gas vanishes after 1 turn or when out of range. Range: 24". Cost: 9 SP.

Projected Image: This spell allows the caster to project an image of himself no more than 24" away and cause it to move about, gesture, and so on. While this spell is in effect, all further magical spells thrown by the caster are fired by the image and measured as such. This allows the caster to hide around corners, though this may degrade his aim. Any spell thrown by the image may not go more than 24" from the caster unless the spell has a longer range. The image is destroyed by a Dispel Magic (3M), by being hit by destructive magic equal in dice of damage to the level of the caster (total, if two or more destructive spells) or by magical weapons doing damage as if vs. the caster (i.e., it has as many hits as the caster). If the caster throws any spell other than through the image while the image is being used, this automatically dispels the image. Duration: as long as maintained. Cost: 9 SP + 1/turn.

Projected Super Strength: A spell similar to Strength (4M) that can be cast on another being. Via this spell a magic-user may multiply another beings strength by 1-5 times (rolled randomly). The strength multiplication lasts for 1-10 turns (rolled). It may not be used on the same being again that day if the strength is actually multiplied, nor may any of the similar spells, e.g., Strength (4M), Projected Strength (5M), Super Strength (5M), and Maxi-Strength (6M). Range: 3". Cost: 12 SP.

Protection/Magic Missiles: The recipient of this spell becomes impervious against all magical and non-magical missiles, including Magic Missles (2M and 3M). Duration: 12 turns. Range: 3". Cost: 8 SP.

Reflect Detection by Implements: This spell prevents the recipient from being detected by any detection implement. Detection or Measure spells will still work if cast by finger. Duration: 1 day or until dispelled. Cost: 10 SP.

Reincarnation: This spell can be used to place the soul of a dead character in a new body, given two things. One that the spell is cast within one week of the death of the character, and that the old body is available to act as a focal point for the spell. A body that has failed a destruction Saving Throw against magic damage can not be used for Reincarnation. For the results of this spell, see the Reincarnation Table on page 41. Range: adjacent to body. Cost: 10 SP.

Smiting: This spell is the basis for the Staff of Striking. When bound into a magic item, the item must touch the target to impart its magical damage, normally 3 dice of magic. When cast as a spell, the spell acts as an invisible archery weapon, under the control of the caster. Normally, the cost of the spell is 6 spell points to initiate, + 3 for each blow of the "weapon" that actually hits, doing 3 dice of impact damage. However, the caster may reduce the damage to 2 or 1 dice of damage, and the per-blow cost to 2 or 1 points (a minimum of 1) accordingly. The Smiting spell has a chance of hitting any target equal to that of a Heavy Crossbow at the same range, and the caster may attempt to strike any single target up to a maximum of 3 times in any 1 phase. Each time the target is actually hit, however, spell points are expended. The target of the spell may be changed each phase; but not within a single phase. Any target being struck must be within 24" of the caster at the time of the blow. The "weapon" may be dispelled by Dispel Magic or other form of magic damping that covers either the caster of the Smiting spell or the area in which the "weapon" currently is. Anyone with the ability to See Invisible will see the Smiting spell as a small ball of light that causes its damage on impact. Unlike most spells, there is no Saving Throw applicable to this one, and damage is determined only by whether the caster hits or misses his target. The amount of damage done by the spell's blows may be altered from phase to phase, but not within any single phase. The caster must be able to perceive the location of his target clearly. The Smiting effect will damage any creature that can be damaged by magical weapons and is treated as impact damage (see Impact Resistance). Range: 24". Duration: 3 turns.

Stone Cone: This spell produces a 6" long by 3" wide cone, in which a special form of damage is applied to all living things, attempting to transform them to stone. The damage caused by this spell is not cumulative with other types of damage. When a creature sustains damage of this type of at least half his hits to unconscious level, it manifests the effects of the spells Slow (4M) and Impact Resistance (6M). When damage equals the creatures hits, the creature turns to stone as with Stone to Flesh (6M). Damage caused is equal to 1 die per level of the caster of the spell. Duration of cone: instantaneous. Duration of effects: Unless creature is stone, until dispelled, otherwise, until reversed by Stone to Flesh (6M).

Stone to Flesh: The primary use of this spell is to turn former flesh that has been turned to stone by a Medusa or some such back into flesh. It may also be used to turn flesh into stone by reversing the spell. Duration: The effects are permanent unless a reversed spell is thrown, and thus is not dispellable. Range: 3". Cost: 8 SP.

Summoning: This spell allows the caster to call to him any object that he currently owns and of which he knows the current precise location. Once ownership changes hands, he may no longer summon the object, even if the change of ownership was against his wishes. Cost: 20 SP.

Super Fireball: A spell which produces a tiny ball of flame, traveling from the finger of the caster in a straight line to any point within 24" that is visible to the caster. At the distance that the caster has ordered the projectile to travel, it bursts into a sphere of flame 4" in radius, with the characteristics of a normal Ball. If the projectile goes through a Firewall (4M), it will explode into its sphere at that point. This spell does 1 die of damage per level of the caster. Duration: instantaneous. Range: 24". Cost: 15 SP.

Super Polymorph Self: Like the spell Polymorph Others (5M), this spell causes the recipient to assume both the form and the special abilities of the creature they are polymorphed to resemble. In so doing, the recipient loses all of their own physical abilities (but maintains their mentality and hit capacity). The shape taken may be altered at will during the duration of the spell, so that the caster may change his shape multiple times. Duration: 10 + level of the caster, in turns. Cost: 10 SP.

Sustained Dimension Door: Similar to a Dimension Door (4M) except that this spell allows people to walk through and be transported. A limited Teleport spell (5M) which allows all objects or persons within a 1" cube to be instantaneously transported no more than 36" in any direction. The objects being moved always arrive at the distance and direction stated by the caster, unless a magical barrier of certain types prevents it. Thus, the caster could move an object 12" upward, 20" left and 20" down, or any similar combination. If the caster wishes to D-Door to a position of unknown range, such as "beside that tree", use magic archery to determine how accurately he estimates the distance. If an object occupies the space being transported to, a Saving Throw is rolled for that object. If it fails, the transfer is completed, with the interfering object being moved to the site of the original object. At least 75% of an object must be in the cube for it to be moved, and all of it will either be moved or not. That is, a D-Door will not break an object. May be cast at a point no more than 1" from caster. Duration: as long as maintained. Cost: 10 SP + 3/turn.

Time Delay: This spell, when cast with another spell, allows the caster to delay the other spell for as long as the caster can afford in spell points by the following formula: the delayed spell will go off after N turns have passed. The

spell point cost of the Time Delay = 6 × (the sum of the squares of the integers from 1 to N inclusive). Thus, a 2 turn delay would cost [6 × (1 + 4)] = 30 spell points. A 3 turn delay would cost [6 × (1 + 4 + 9)] or 78 spell points. The delayed spell goes off just as if the caster were still standing where he was when he cast the spell, no matter how far he moves.

Ultra-Sleep: This spell affects 2-12 creatures of any level, in an area of 6" × 6". Of the beings affected, any failing to make their Saving Throws immediately fall asleep. This sleep lasts until the spell is dispelled, or for (20 - L) turns, where L is the level of the individual creature. If the target area contains more than the number of beings rolled, determine randomly which are affected. This spell is ineffective against those who do not naturally sleep. Duration: This sleep lasts until the spell is dispelled, until the magic user dies, or until the magic user is more than 24" from the sleepers (checked individually). Range: 24". Cost: 15 SP.

Wide Energy Cone: Creates a cone of pure energy with a 90º vertex, 3" long and 6" wide at the base. Causes 1 die of damage per level of the caster. Cost: 13 SP.

Wizard Wind: This spell allows the caster to create a breeze in his immediate vicinity (no more than a radius of 1" per level, to a maximum radius of 24"). The wind will blow in any one specified direction for 1-6 turns per level of the caster (rolled) at a maximum velocity not to exceed 1 mile per hour per level of the caster. This wind will follow the caster if he moves during its duration even if his motion is caused by the wind itself. It can be used to propel sailing ships, floating objects, etc. Cost: 12 SP.

Seventh Level Spells

Activate Magic: This spell allows the caster to activate any one magic item that is known and visible to him, whether or not he is touching it at the time. If another magic user is attempting to activate the same magic item during the same phase, whoever goes off first, wins. If both complete their attempted activation at the same dexterity count, the higher level of the two activates the item. If both are of the same level, the caster of the Activate Magic spell wins. If both are utilizing the Activate Magic spell, the item is activated, but uncontrolled as to range, direction, or any other variable parameters. Range: 12" maximum from caster to item being activated. Cost: 12 SP.

Area Feeblemind: A spell used primarily against magic users, but affects all intelligent or semi-intelligent beings within a 6" × 6" × 2" area, it causes the targets that blow Saving Throws to lose all effective intelligence. Target retains only the most primitive instinctive mental responses (balance, aversion to pain, and the like). Because of its specialized nature, the Feeblemind spell worsens the Saving Throw of any magic-using target by 20%. Range: 24". Duration: until dispelled. Cost: 16 SP.

Area Weakness: Causes all living beings within a 6" × 6" × 2" area to become weaker at the rate of 1 strength point per phase until a maximum strength loss of 50% of the target's strength is reached. Such weakness is reflected in both attack and in damage caused in combat. Range: 12". Duration: until dispelled. Cost: 8 SP.

Castle Protection: This spell allows the caster to enchant the walls of a castle, tower, or other stone or metal structure. This enchantment protects the structure from being damaged by normal magic, either by direct destructive magic or by such spells as Move Earth or Control Weather. It also prevents any magic from traveling directly through the walls, either in terms of Detection spells, or such spells as Dimension Door or Passwall. Each casting of this spell protects up to 3600 square feet of wall. Range: adjacent to wall or structure being enchanted. Duration: Effects are permanent. Cost: 50 SP.

Communication: This spell allows the caster to communicate telepathically with any person known to him `who is separated from the caster only by a finite physical distance, and who does not deliberately resist the telepathic contact. The person being communicated with must be of the same or a similar species as the caster, and must be living. Duration: 6 turns. Cost: 10 SP.

Detect Polymorph: This Measure spell allows the caster to detect the fact that someone or something within range is in a shape other than his or its normal shape, and further, to determine what the true shape of the polymorphed being or object is. Range: 1" per level of caster (to a maximum of 24"). Duration: 3 turns. Cost: 16 SP.

Disintegrate Magic Metal: This spell allows the caster to destroy enchanted metal objects of no more than 10 pounds mass per level of the caster. The target object has a Saving Throw determined by the quantity of enchantment it possesses. For example, a magical weapon enchanted to +0 has a Saving Throw of 20; a +1 weapon has a Saving Throw of 30; a +2 weapon has a Saving Throw of 40; a +3 weapon has a Saving Throw of 50; and so on. Range: 24". Cost: 13 SP.

Energy Bolt, 12": This spell produces a projectile which leaves the finger of the caster and goes a stated distance, up to a maximum of 24". At its planned distance of travel, even if the projectile is bounced back by an obstruction, the projectile turns into a bolt of pure energy, 12" in length and up to ¾" wide (the caster can make it narrower). Note that scattered or fumbled shots may involve casting this spell at the wrong size in width if it was not at the default ¾" size. Does 1 die of damage per level of caster. Duration: instantaneous. Range: 24". Cost: 18 SP.

Hellfire: This spell allows the caster to summon a pillar of fire, 1" in radius and 2" tall. This fire does damage at the level of the caster, but, unlike most damage-producing spells, this spell may be sustained in place. Any person or object that stays in the area affected by a sustained Hellfire spell continues to take full damage each phase, as long as the spell is maintained. The position of the Hellfire spell may not be changed while it is being maintained. Range: 24". Duration: as long as maintained. Cost: 12 SP + 2/phase.

Hold Being: A spell similar to Charm Person (1M), but which is of more limited duration and greater effect. It

affects either from 1-4 intelligent beings (rolled on a 4-sided die) that is not immune to mental control, or can be concentrated on 1 target, in which case the target suffers a 10% penalty to the Saving Throw roll. This spell has the further effect of making the caster's commands understood by the being taken over, even if the wrong language is used. Duration: 6 + level of caster (in turns). Range 12". Cost: 5 SP.

Homing Electric Micro-Ball: This spell is the same as Electric Micro-Ball (4M) except for the additional ability for this spell to "home in" on any target that was within 12" of the caster at the time the spell was cast. This spell produces a small missile of electrical energy which, upon hitting something, causes 1 die of damage per level of the caster. The missile travels in a straight line from the finger of the caster to the target, up to its maximum range of 24". This spell may be cast once per phase, and the cost listed is per phase. The homing microball will strike the target even if the target is protected by some form of spell turning. If the target is protected by a reflective spell or surface of some kind, the homing microball will continue to home in and bounce off until either the reflection or the microball goes away. Because of dispelling, or the target is more than 12" from the microball (at which point the microball will simply vanish). Note that if, while tracking, the microball enters a place in which magic does not function, it will cease to exist. Range: lock-on of 12". Duration: as described above. Cost: 13 SP.

Homing Micro-Ball: This spell is the same as Homing Electric Micro-Ball (7M) except for the fact that the damage done is fire, rather than electricity. Cost: 12 SP.

Illusion, 5-Sense: This spell creates an illusion that is real to the senses as long as maintained. If the apparent reality of the illusion would in any way harm another living being, it gets a Belief saving throw and thus has at least a chance of realizing that the danger is Illusionary. If the illusion is merely observed in passing, the observer automatically believes it to be real. Thus, an illusionary wall would be automatically believed, but an illusionary avalanche would have to survive the Belief saving throws of anyone in its path. Duration: as maintained. Range: 24" from caster at all times. Cost: 5??? SP + 2/turn.

Laser: This spell is somewhat different from most damaging spells. This spell produces a tight beam of energy, 1/72" in diameter that has the following properties: It travels in a straight line, not impeded by air or other intangible substances. If it strikes a solid or liquid mass, the object or being struck must make its normal magic Saving Throw. If the object or being struck saves, the beam does damage equal to ½ the level of the caster in dice, and continues until it hits another mass. If the object or being strikes fails to save, the beam does damage equal to the level of the caster in dice, and a percentile die (1-100) is rolled, and that percentage of the beam is absorbed. The next object struck only takes damage based on the percentage remaining. This subtraction is cumulative, and the beam stops when 100% has been absorbed. Thus, if the first target struck absorbed 20% of a Laser spell cast by a 20th level Mage, the next target would be hit by no more than 80% of 20 dice, or the equivalent of 16 dice. Note: this spell will reflect off of any magical mirrored surface; be careful where you point it. Further note: the Laser spell will go through normal doors and thin walls, but a percentile die absorption check is rolled for each layer (one foot or less) of wood or stone it goes through. Range: until absorbed. The range of this spell is not limited to 24". Duration: instantaneous. Cost: 16 SP.

Mass Charm: This spell combines the effects of Charm Person (1M) and Charm Monster (4M) and applies to all living creatures with a brain, excluding all 'Undead' monsters. It will affect up to 30 hit dice or levels of creatures within a 6" cube. Each creature affected must make a separate Saving Throw versus magic, but with a 10% penalty. The entire effective volume of the cube must be within 12" of the caster, but portions can be outside 12". If the spell is successful it will cause the charmed creature(s) to obey any spoken and understood command of the charmer until such time as the charm is dispelled. See the general Charm rules for other restrictions and effects. Range: 12". Duration: Until dispelled or removed by the caster of the spell or the caster loses control by going unconscious, dying, or moving outside range. Cost: 15 SP.

Mega-Energy Cone: A spell which produces a cone of pure energy, 12" long and 12" wide at the base, with the narrow point starting at the fingertip of the caster. This spell causes 1 die of damage per level of the caster. Cost: 28 SP.

Micro-Bomb: This spell produces a small missile of explosive which, upon hitting something, causes 1 die of impact damage per level of the caster. The missile travels in a straight line from the finger of the caster to the target, up to its maximum range of 24". This spell may be cast once per phase, and the cost listed is per phase. Duration: instantaneous. Cost: 9 SP.

Micro-Cold Pellet: This spell produces a small missile of pure cold which, upon hitting something (hopefully the intended target), causes 1 die of damage per level of the caster. The missile travels in a straight line from the finger of the caster to the target, up to its maximum range of 6". This spell may be cast once per phase, and the cost listed is per phase. Duration: instantaneous. Cost: 12??? SP.

Mind Blank: This spell causes the recipient's mind to be protected by a shield that, in effect, prevents thoughts from traveling in or out. This means that a person wearing this spell cannot have his mind read by ESP or similar spell, and cannot be affected by Telepathy (4M), Charm Person (1M), or similar purely mental spells. It also means that a person using this spell cannot employ such spells, read the thoughts of others, or project thoughts to anyone else by natural or magical means. Further, a person wearing this spell could not be detected magically by means that require a spell or item to detect thoughts or intentions, such as Detect (Mental) (2M). Duration: 1 day or until dispelled. Range: the target may be no more than 6" from the caster at the time the spell is cast. Cost: 12 SP.

Picket Ball Lightning: This spell is the same as Ball Lightning (3M) except that the ball can be programmed to follow a specific route more than once, as long as the spell

is maintained or until it hits a solid object and detonates. The spell produces a sphere of electrical energy ½" in diameter. It travels at 12" per magic phase until it explodes. The explosion affects an area 1" wide by 3" long beginning at the point of the explosion and extending in the direction of motion of the sphere. Damage caused is equal to ½ die per level of the caster. Range: at no time may the ball be more than 24" from the caster, or the control is lost and the ball simply detonates. Duration: as long as maintained. Cost: 15 SP + 3/turn.

Picket Ball of Fire: This spell is the same as Picket Ball Lightning (7M), except that the ball is similar to that in Ball Of Fire (3M), and thus does damage from fire instead of lightning. Cost: 15 SP + 3/turn.

Polymorph Object: This spell allows the caster to change the physical shape and structure of any inanimate object to another shape that has the same mass and a similar size. Thus, a large rock could be changed into an even larger pillow, but not to a grain of sand. This spell requires some degree of referee discretion, since the duration depends upon the degree of change. Basically, if the change requires no drastic alteration of shape or size, but merely of appearance, the spell lasts for up to 24 hours (or until dispelled). If the shape or size is altered (by at least 50% size) the spell will last for no more than 12 hours. An actual apparent change of substance (changing wood to the semblance of stone, etc.) will limit the spell to no more than 12 hours. Any change that strains the physical structure of the object (changing a rock into a pool of water, for example) will last for no more than 1 minute per level of the caster. This spell will not affect any living being. Range: the caster may be no more than 12" from the object being transformed at the moment of the casting of the spell. Duration: as above or until dispelled. Cost: 16 SP.

Pressor Cone: This spell creates a cone of force 12" long and 6" across at the base. It has the effect of pushing any item or being that does not make its magic Saving Throw away from the caster to the end of the cone. It will affect any quantity of objects within the cone, but no individual object may be affected that weighs more than 20 pounds per level of the caster. The pressor effect is not violent enough to hurl projectiles against targets or to crush victims against walls, but it will push the objects without doing damage. It could be used to indirectly cause damage, by such means as pushing a rock off of a cliff, for example. Duration: instantaneous. Cost: 15 SP.

Projected Anti-Magic Shell: This spell is the same as Anti-Magic Shell (6M) except for the fact that it can be cast on a recipient other than the caster himself. A skin-tight field that surrounds and permeates the target and all items held by the target, making them totally impervious to all magical (not clerical) spells, whether cast by finger or by implement. While the shell is up the target may not throw any other spells, by finger or by implement. Purely magical damage bonuses of magical weapons will also not travel in or out of the shell. The recipient of this spell, if unwilling to have the Shell cast upon him, should roll a Magic Saving Throw. Range: 12" from caster to recipient. Duration: 12 turns. Note that this spell may be cast on any object or being occupying no more than 2 cubic inches, but not on more than one being or object within such a volume. Thus, it could be cast on a single person, or a door, but not on an entire castle, a whale, or a flock of birds. Cost: 12 SP.

Protection/Normal Weapons: This spell protects the recipient from being struck or harmed by non-magical weapons made from normal material, or that are a part of the body of a non-magical being. It would not protect the recipient from weapons that are themselves enchanted. It would not protect the recipient from direct contact with a being whose basic nature is magical, or that is animated primarily by magical means. It would, however, protect the recipient from direct physical contact with a being simply under a spell, such as an appropriate Charm spell, if that being were not otherwise magical. Range: Recipient may be no more than 3" from the caster when the spell is thrown. Duration: 12 turns. Cost: 12 SP.

Reflector: This spell creates a skin-tight shell around the caster that is almost totally reflective to magic. Any magic that hits this shell will bounce off and return in the direction from which it came. If the magic is in the form of a beam, bolt, or cone, this reflection will redirect however much of the spell would have continued past the point of reflection, for the width of the shell. Thus, someone standing behind a person with a Reflector spell in use would be protected from such aimed and directed magic by a sort of magical shadow effect. Anyone being struck by a reflected part of such a spell takes normal spell damage. In the case of a spell that normally would strike only a single target (Magic Missile, Micro-ball, etc.), the spell reflects off and will normally hit the original caster of the reflected spell. The Reflector spell is totally effective against directly cast spells of a magical nature, the so-called "finger" spells, but will reflect spells cast with the use of an implement (staff, wand, ring, etc.) only 90% of the time (the other 10% having full effect on the person inside the Reflector). In cases where a person using Reflector is inside an area hit by a larger spell, the spell simply splashes off the outside of the shell. The person inside the Reflector may only cast spells upon himself. Duration: 3 turns. Cost: 16 SP.

Returning: This spell is used to counteract the effects of a Summoning spell, either for items or beings. Thus, under normal circumstances, a Returning spell will cause a summoned item or being to return to its original location immediately. It will have no effect on any item or being not currently under the effects of a Summoning spell of some form. Further, in cases where the level of the Summoner and Returner are not the same, the relative levels are compared by ratio in a manner similar to that of Dispel Magic (3M). In particular, this spell will negate the Summoning performed by Summoning (6M), Summon Demon (7M), Summon Person (8M), or Summon Monster (9M). Range: 12". Cost: 20 SP.

Reverse Gravity: This spell allows the caster to reverse the direction of the pull of gravity within a cube 3" on each side for as long as maintained. Thus, all objects within the cube would tend to fall toward the top of the cube with a force equivalent to a normal fall for the same distance. Range: all portions of the cube must be within

12" of the caster. Duration: as long as maintained. Cost: 12 SP + 4/turn.

Shielding: This spell is designed to help prevent another spell from being dispelled by a Dispel Magic or similar means. Unlike most spells, this spell can be put on in layers, and each layer creates added protection against dispelling. Thus, if a single Shielding spell were cast on top of another enchantment, the Shielding spell would have to be dispelled before the protected enchantment could be dispelled. If two or more Shielding spells were protecting the same enchantment, each would have to be separately dispelled before the protected enchantment could be dispelled. The cost of each layer is $10 + 5 \times N$, where N is the number of the layer of Shielding currently being applied. Thus, the first layer costs 15 spell points, the next layer costs 20, and so on. Range: 24" from caster to the location of the spell to be protected, at the time of the casting of the Shielding spell. Duration: until that individual layer is dispelled.

Sleep, 12" Radius: This spell allows the caster to cause all living beings within 12" of the caster, but not including the caster, to have to make Saving Throws vs. magic, or else fall asleep. The caster may include himself in the effects of the spell if he so chooses, and may choose to suppress his Saving Throw and fall asleep. This sleep does not break the spell. This sleep, being strongly magical in its nature, does not allow the sleeping victims to starve or die of thirst or suffocate. They could, however be harmed by natural or magical means while they slept. Duration: This sleep lasts until the spell is dispelled or until the magic user dies. Cost: 20 SP.

Super Charm: This spell applies to all creatures of human-level intelligence, excluding all 'Undead' monsters but including such things as orcs and goblins, affecting from 2-12 such creatures. If the spell is successful it will cause the charmed creature(s) to obey any spoken and understood command of the charmer until such time as the charm is dispelled. See the general Charm rules for other restrictions and effects. Range: 12". Duration: Until dispelled or removed by the caster of the spell or the caster loses control by going unconscious, dying, or moving outside range. Cost: 16 SP.

Summon Demon: This spell allows the caster to summon one or more demons, under the following conditions: The caster may summon one or more demons whose total levels do not exceed his own, without direct penalty to himself, with the provision than any bodies or souls gathered during the course of working for the caster are to be used by or for the purposes of the demon(s). (Thus, if a magic user summons a demon and sends it out to find him a specific item, the demon is permitted to consume the body and soul, depending upon the demon's abilities and needs, of the item's guardian.) Further, a magic user may use the Summon Demon spell to summon a demon or combination of demons whose levels total no more than two times his own level. With the absolute guarantee that the demon(s) will be provided with a blood sacrifice whose total levels equal the difference between that of the demon(s) and the magic user. If this blood sacrifice, which must be of one or more intelligent beings, is not made at or before the end of the task assigned to the demon(s), the magic user himself, body and soul, is forfeit to the demon(s). A single demon of a level higher than twice that of the caster may be summoned, but not commanded to perform any task. Such a higher level demon may be asked questions or favors, but will demand blood sacrifices equal to one half the level of the summoner before answering questions or considering performing favors of any kind. Further, if this higher level demon is asked to exert any actual effort, it must be well repaid in value of its own choosing, or it will attack the summoner and seek to destroy him. Such a bargain can be and is normally made immediately after the summoning, and before the demon does anything. If the summoner has made and kept previous bargains, such a higher level demon will normally provide simple information within its own field of knowledge without any payment other than the initial sacrifice. Range: demon appears within 6" of the caster. Duration: until the demon is Returned or released to leave by the terms of any agreement made. Warning: demons do not consider being a lifetime bodyguard to be a single task, and are very nasty if they feel they are being cheated. Referee discretion is very important on this spell. Cost: 20 SP.

Temporary Teleportal: This spell creates a circle, 2" in diameter, through which beings and objects can move. Normally, this circle is upright, but it could be placed flat on a surface if the caster so chooses. Any being or object going through this circle will arrive at a destination specified by the caster, as if stepping through a hole in space from one spot to another. If the caster has correctly memorized the location of the destination, there is no direct danger in this form of Teleportation, unless one happens to be halfway through the Teleportal when it is shut down (in which case, one becomes two). The Teleportal is visible as a faintly glowing blue circle at both the departure and arrival points. Range: to any spot not magically shielded or protected from Teleportation, and that is not clerically consecrated ground. Duration: as long as maintained. Cost: 25 SP + 5/turn.

Vari-Bolt, 12": This spell produces a projectile which leaves the finger of the caster and goes a stated distance, up to a maximum of 24". At its planned distance of travel, even if the projectile is bounced back by an obstruction, the projectile turns into a lightning bolt, up to 12" in length (the caster can make it from as short as 1/60" to as long as 12") and up to ¾" wide (the caster can make it narrower). Note that scattered or fumbled shots may involve casting this spell at the wrong size in either length **and/or** width. Does 1 die of damage per level of caster. Duration: instantaneous. Cost: 12 SP.

Vari-Cold Cone, 12": A spell which produces a cone of pure cold, 12" long and width of the base can be adjusted anywhere from its normal 6" width down to a narrow beam 1/60" wide, with the narrow point starting at the fingertip of the caster. This spell causes 1 die of damage per level of the caster. Cost: 12 SP.

Variable Death Cone: This spell creates a cone whose maximum dimensions are 6" long and 3" wide at the base. The length and width of the cone may be varied by the caster within these limits. All creatures within the cone whose levels are less than or equal to that of the caster must individually save vs. Magic or immediately die. Range: as described. Duration: instantaneous. Cost: 16 SP.

Vari-Heat Cone, 12": A spell which produces a cone of pure heat, 12" long and width of the base can be adjusted anywhere from its normal 6" width down to a narrow beam $^1/_{60}$" wide, with the narrow point starting at the fingertip of the caster. This spell causes 1 die of damage per level of the caster. Cost: 16 SP.

View Past: This spell allows the caster to observe the events in the immediate past at his present location. He may observe backward in time an amount of time equal to his own level expressed in hours. Thus, a 24th level Mage could observe backward in time exactly one day. The spell allows the observation of a period of time equal to the level of the caster expressed in turns. Thus, our 24th level Mage could observe a period of time no more than 24 minutes long. The caster must specify the time to be observed; the spell has no means of scanning for an event that happened at an undetermined time. The caster sees events as they would have been seen while standing at the location he is in at any point during the playback, and he may move around to change his point of view. But at no time may he move more than 24" from the point at which the spell was cast, or else the playback is terminated. Cost: 12 SP.

Eighth Level Spells

Activate Detectors: This spell allows the caster to temporarily enchant any person or item so that, for a period of one day, that person or item will be detectable by any single Detect spell that the caster chooses. Thus, a magic user could enchant a sack of gold to answer to a Detect (Simple) Iron (1M) spell, or a good person to be picked up by a Detect (Mental) Evil (2M) spell. As with other magic, if the person being enchanted objects, he gets a Saving Throw against being affected. Range: caster must be within 6" of the being or object to be enchanted. Duration: 24 hours. Cost: 12 SP.

Air Jet: This spell allows the caster to focus a powerful blast of air upon a chosen target, ¾" in diameter. This spell does damage at a rate of 1 die per level of the caster minus the range to the target in inches. Thus, a 30th level caster could do a maximum of 24 (30 - 6) dice of damage to a target 6" away. Further, only the first row of targets is guaranteed to take the full amount of damage. If the first targets hit do not fall down, either from the damage or from the special knockdown probability described below, any targets standing behind the still standing target take only half of the normal damage from the spell (i.e., one-half the level of the caster, after subtraction for range). Notice that this spell can be maintained. This means that targets still in the path of the spell again take damage, but with the difference that only targets standing take full damage, and those fallen take half damage. The caster may make minor changes in the direction of the Air Jet, but no more than 45° to either side of the initial direction, and, for purposes of damage, it points in a specific direction each phase, not all the angle swept through during a change of direction. Note that, since this spell forms a powerful stream of air, that something may wander between the caster and his intended target, especially if the spell is continued for more than one phase. Also note that this spell requires a large and continuous supply of air, and cannot be used in small rooms or other close quarters. A target is knocked down by the air jet as follows: there is a chance for a knockdown equal to 10 times the level of the caster, minus the weight of the target in pounds, expressed as a percentage. Thus, a 30th level caster hitting a 250-pound target with an air jet has a 50% chance of knocking down the target. In the case of a human target, the armor and equipment weight must be taken into account. Range: the spell only does damage out to a range of 24". It will continue to produce a wind for a distance equal to twice the level of the caster in inches, one which will still blow smoke and other light substances in the direction aimed. Duration: as long as maintained. Cost: 16 SP + 8/phase.

Double Phasing: This spell allows the caster to bypass the normal limitations on how often magic may be cast, as follows: in normal cases, in which only one spell may be thrown every six phases, casting this spell enables the caster to throw spells every three phases instead. In cases in which a spell could be thrown every phase (such as Micro-Ball, 4M), it would enable the caster to throw two of the same spell at the same target each phase (i.e., two Micro-Balls). The effect begins immediately, in that another spell may be thrown only three phases after the Double Phasing spell is cast. Duration: 3 turns. Cost: 15 SP.

Double Ranging: This spell allows the caster to double the stated range that he could throw any following spell, for the duration of the Double Ranging spell. This means that he could throw most spells as far as 48", instead of the normal maximum magic range of 24". Note: this spell does not enlarge spells, such as cones or bolts, but merely lengthens the range at which they could be used, if there is any range at all. In most cases, this spell would have no effect on Cone spells, which emanate directly from the caster, or any other spell that begins at the caster, rather than a distance away. Also, just because a spell can be thrown 48" doesn't make it easy to aim at that distance. See the Magic Archery Table. Duration: 3 turns. Cost: 15 SP.

Homing Energy Micro-Ball: This spell is the same as Energy Micro-Ball (6M) except for the additional ability for this spell to "home in" on any target that was within 12" of the caster at the time the spell was cast. This spell produces a small missile of electrical energy which, upon hitting something, causes 1 die of damage per level of the caster. The missile travels in a straight line from the finger of the caster to the target, up to its maximum range of 24". This spell may be cast once per phase, and the cost listed is per phase. The homing microball will strike the target even if the target is protected by some form of spell turning. If the target is protected by a reflective spell or surface of some kind, the homing microball will continue to home in and bounce off until either the reflection or the microball goes

away. Because of dispelling, or the target is more than 12" from the microball (at which point the microball will simply vanish). Note that if, while tracking, the microball enters a place in which magic does not function, it will cease to exist. Range: lock-on of 12". Duration: as described above. Cost: 14 SP.

Homing Picket Ball Lightning: This spell is similar to Picket Ball Lightning (7M), except for the added ability to 'lock on' to a target in a manner similar to Homing Ball Lightning (6M) at the discretion of the caster. The ball can be programmed to follow a specific route more than once, as long as the spell is maintained or until it hits a solid object and detonates. The spell produces a sphere of electrical energy ½" in diameter. It travels at 12" per magic phase until it explodes. The explosion affects an area 1" wide by 3" long beginning at the point of the explosion and extending in the direction of motion of the sphere. Damage caused is equal to ½ die per level of the caster. Range: at no time may the ball be more than 24" from the caster, or the control is lost and the ball simply detonates. Duration: as long as maintained. Cost: 20 SP + 5/turn.

Homing Picket Ball Of Fire: This spell is similar to Homing Picket Ball Lightning (8M), except for the damage caused being due to fire instead of electricity. Cost: 20 SP + 5/turn.

Macro-Bomb: A spell which produces a tiny ball of explosive, traveling from the finger of the caster in a straight line to any point within 24" that is visible to the caster. At the distance that the caster has ordered the projectile to travel, it generates into a sphere of concussion (impact) 6" in radius, with the characteristics of a normal Ball. If the projectile goes through a Firewall (4M), it will explode into its sphere at that point. This spell does ¼ die of impact damage per level of the caster. Duration: instantaneous. Range: 24". Cost: 30 SP.

Macro-Cold Cone: This spell creates a cone of cold as Cold Cone (3M), except that it is 24" long and 24" wide at the end away from the caster. Note that the outer surface of the cone is slightly curved, being exactly 24" from the caster. Double Ranging (8M) will fill in the corners. Also note that, due to the high cost of this spell, it takes more than one phase (100 Dexterity Counts) to throw. Whoever is in the cone when it goes off will take damage, so try not to let friends wander in. Still further note that the magic user casting this spell must be aiming in the planned direction for the entire time, and may not change direction at the last moment. Special Macro-Cone Rule: After the first 100 spell points have been pumped into this spell, it must be cast, unless the physical body of the caster is destroyed. Cost: 120 SP.

Macro-Heat Cone: This spell is similar to Macro-Cold Cone (8M), except for the damage being caused by heat. Cost: 120 SP.

Magic Damping Field: This spell allows the caster to create a field 6" by 6" in area, with a height of 3", in which all normal magic will cease to function. This effect includes both spells and implements. In cases where a spell or implement has a continuing effect, the spell or implement will return to functioning after the field is removed, or after the implement or spell leaves the field. If a spell or implement would continue "until dispelled", consider a Dispel Magic at the level of the caster of the Magic Damping Field to have been thrown at the point at which the field takes effect. If the Dispel would succeed in dispelling the spell in question, then the spell or implement will not turn back on when it leaves the field. The field will not remove the actual enchantment from any magic item, but simply turn it off so that it would have to be reactivated in whatever way is normal to that type of item. A magic item affected by the field is also normally not rendered any easier to break by physical means. Duration of field: as long as maintained. Range: all parts of the field must be within 24" of the caster at all times. Cost: 20 SP + 2/turn.

Major Extension: This spell causes another spell thrown with it to increase in duration by a multiple of 1-100 times normal. Unlike most spells, this spell cannot be used unless another spell is thrown at the same time. Furthermore, the spell to be extended must neither be maintained nor consist of destructive energies of any kind. Thus, a Fireball (3M) could not be extended, nor could a Poison Gas (6M). The primary use of this spell is to prolong the effects of a spell such as Haste (4M) and Strength (4M). Range: as that of the companion spell thrown. Range: as that of the companion spell thrown. Duration: instantaneous. Cost: 25 SP.

Permanent Dimension Door: A limited Teleport spell (5M) which allows all objects or persons within a 1" cube to be instantaneously transported no more than 36" in any direction. The objects being moved always arrive at the distance and direction stated by the caster, unless a magical barrier of certain types prevents it. Thus, the caster could move an object 12" upward, 20" left and 20" down, or any similar combination. If the caster wishes to D-Door to a position of unknown range, such as "beside that tree", use magic archery to determine how accurately he estimates the distance. If an object occupies the space being transported to, a Saving Throw is rolled for that object. If it fails, the transfer is completed, with the interfering object being moved to the site of the original object. At least 75% of an object must be in the cube for it to be moved, and all of it will either be moved or not. That is, a D-Door will not break an object. Both ends of the spell remain active until one of them is dispelled. This means that beings or objects could be moved into the 1" cube at either end and be transported to the other end of the Dimension door. Of course, this means that beings or objects that do not move away from the destination point might find themselves transported back to the point of origin when something else attempts to walk through the Dimension Door or if they do not move for an entire phase. Range: caster may be no more than 1" from point of origin; destination may be no more than 36" from point of origin. Duration: until dispelled. Cost: 30 SP.

Permanent Passwall: A spell that opens a 1" diameter hole of up to 1" in length through or into any normal wall or solid object. Range: 3" from caster. Duration: Lasts until dispelled. Cost: 28 SP.

Power Word: This spell produces a standard 6" cone of effect. The effects are as follows: any living being within the cone that is no more than 2 times the level of the caster must make a Saving Throw vs. magic. Creatures whose level is higher than that of the caster but no more than 2 times his level will not be affected if they save, and will be stunned and unable to take action for 2-12 phases if they fail to save. Creatures whose level is no greater than that of the caster, and no less than one-half that of the caster, will be stunned for 2-12 phases even if they save. They will be blinded for 2-12 turns ("blinded" means that the use of whatever primary sense they possess will be denied them, be that sense sight, hearing, radar, or what-have-you) if they fail their Saving Throw vs. magic. Creatures whose level is less than one-half that of the caster will be blinded for 2-12 turns even if they save, and will die if they fail to make their Saving Throw vs. magic. Cost: 15 SP.

Reflector Wall: This spell creates an immaterial mirrored wall of standard dimensions having the properties of the spell Reflector (7M). This spell creates a wall that is almost totally reflective to magic. Any magic that hits this wall will bounce off and return in the direction from which it came. If the magic is in the form of a beam, bolt, or cone, this reflection will redirect however much of the spell would have continued past the point of reflection, for the width of the wall. Thus, someone standing behind a Reflector wall would be protected from such aimed and directed magic by a sort of magical shadow effect. Anyone being struck by a reflected part of such a spell takes normal spell damage. In the case of a spell that normally would strike only a single target (Magic Missile, Micro-ball, etc.), the spell reflects off and will normally hit the original caster of the reflected spell. The Reflector wall is totally effective against directly cast spells of a magical nature, the so-called "finger" spells, but will reflect spells cast with the use of an implement (staff, wand, ring, etc.) only 90% of the time (the other 10% having full effect on anything on the other side of the Reflector wall). In cases where a person using Reflector is inside an area hit by a larger spell, the spell simply splashes off the outside of the wall, unless it is big enough to reach around the nearest edge of the wall. Range: 6". Duration: as long as maintained. Cost: 20 + 4/Turn.

Scroll Knock: This spell is specifically designed to safely open a scroll locked with the Scroll Lock spell (5M). When using the Scroll Knock spell, there is only a 10% chance that the locked scroll will be damaged or erased by the effort to open it. Range: adjacent to scroll to be opened. Cost: 12 SP.

Shaped Vari-Ball: This spell is the same as Vari-Ball (5M), but the resultant explosion of fire does not form a sphere, but rather, whatever shape the caster specifies in the casting up to a volume equal to a 2" radius sphere. For example, the caster can specify that the ball not expand in a given direction, forming a hemisphere rather than a sphere, or that it exactly conform to the shape of a room, forming a cube. Any simple shape is possible, at any total volume within the limitations of the Vari-Ball spell. The only limitation is that the fire will tend to form a single mass, and thus shapes that involve mazes and tentacles will tend not to work, but a simple doughnut-shaped ball of fire would be possible. Referee discretion should be used to make sure that the caster can make the decisions necessary (size, shape, etc.) in whatever amount of time is available. This is not a spell for quick use in combat, at least not without a little planning. Range: 24". Cost: 14 SP.

Shaped Vari-Bolt: This spell is the same as Vari-Bolt (5M), but the resultant lightning bolt can be bent in any combination of angles totaling no more than 360º for all bends, deliberate or not. Any parts of the bolt that would be beyond the point at which 360º worth of angles is exceeded simply fails to materialize. Thus, the bolt could be constructed in a manner that would zigzag around an object or person to be avoided, or to hit oddly arranged targets. If, however, something interferes with the bolt in such a way as to deflect the bolt itself, the deflection is counted toward the 360º limit. Be sure to add each degree of reflection as an item that can be mis-directed during a fumbled, but not during a scattered, shot. Range: 24". Cost: 12 SP.

Summon Person: This spell is similar to Summoning (6M), except for the fact that this spell works on living, intelligent beings who are well-known to the caster. Note that well known does not mean just someone the caster has met, but rather, someone with whom the caster is specifically familiar. If the person to be Summoned does not wish to go, he gets a normal Saving Throw against magic. The person to be summoned must not be substantially larger than the caster (within human size limits if the caster is human). The person summoned appears no more than 1" from the caster, at a location specified by the caster. The person to be summoned must not be in a location magically shielded, nor on ground consecrated to a living religion (i.e. holy ground of a religion believed in the day and age of the characters). Cost: 25 SP.

Symbol: This spell allows the caster to inscribe a magical symbol on any surface upon which he can write. This symbol is used to store any mental spell of the caster's choosing (i.e., not including destructive energy magic or physical manifestations), to be triggered by someone reading the inscription. The caster may specify that the symbol can only be triggered by someone using Read Magic, or triggered by any reading whatsoever. The person reading the symbol (and any others within range of the spell being triggered) get their normal Saving Throw vs. magic for any effect caused by the spell. Range: symbol being inscribed must be immediately adjacent to the caster. Duration: until triggered or dispelled. Cost: 20 SP + that of the stored spell.

Vari-Ball, 4": A spell which produces a tiny ball of flame, traveling from the finger of the caster in a straight line to any point within 24" that is visible to the caster. At the distance that the caster has ordered the projectile to travel, it bursts into a sphere of flame up to 2" in radius, with the characteristics of a normal Ball. If the projectile goes through a Firewall (4M), it will explode into its sphere at that point. The size can be from the size of the projectile, like a Micro-ball (4M), up to the size of a Super Fireball at 4" radius, determined by the caster. Note that scattered or

fumbled shots may involve casting this spell at the wrong size. This spell does 1 die of damage per level of the caster. Duration: instantaneous. Range: 24". Cost: 18 SP.

Vari-Bomb: A spell which produces a tiny ball of explosive, traveling from the finger of the caster in a straight line to any point within 24" that is visible to the caster. At the distance that the caster has ordered the projectile to travel, it bursts into a sphere of concussion damage up to 2" in radius, with the characteristics of a normal Ball. If the projectile goes through a Firewall (4M), it will explode into its sphere at that point. The size can be from the size of the projectile, like a Micro-bomb (7M), up to the size of a full Bomb at 2" radius, determined by the caster. Note that scattered or fumbled shots may involve casting this spell at the wrong size. This spell does 1 die of damage per level of the caster. Duration: instantaneous. Range: 24". Cost: 15 SP.

Water Jet: This spell allows the caster to focus a powerful blast of water upon a chosen target, ¾" in diameter. This spell does damage at a rate of 1 die per level of the caster minus the range to the target in inches. Thus, a 30th level caster could do a maximum of 24 (30 - 6) dice of damage to a target 6" away. Further, only the first row of targets is guaranteed to take the full amount of damage. If the first targets hit do not fall down, either from the damage or from the special knockdown probability described below, any targets standing behind the still standing target take only half of the normal damage from the spell (i.e., one-half the level of the caster, after subtraction for range). Notice that this spell can be maintained. This means that targets still in the path of the spell again take damage, but with the difference that only targets standing take full damage, and those fallen take half damage. The caster may make minor changes in the direction of the Water Jet, but no more than 45º to either side of the initial direction, and, for purposes of damage, it points in a specific direction each phase, not all the angle swept through during a change of direction. Note that, since this spell forms a powerful stream of water, that something may wander between the caster and his intended target, especially if the spell is continued for more than one phase. Also note that this spell requires a large and continuous supply of water, and cannot be used in small rooms or other close quarters. A target is knocked down by the water jet as follows: there is a chance for a knockdown equal to 10 times the level of the caster, minus the weight of the target in pounds, expressed as a percentage. Thus, a 30th level caster hitting a 250-pound target with an water jet has a 50% chance of knocking down the target. In the case of a human target, the armor and equipment weight must be taken into account. Range: the spell only does damage out to a range of 24" and caster must be in immediate contact with water. Duration: as long as maintained. Cost: 16 SP + 8/turn.

Reincarnation

For those referees who allow the use of the magical Reincarnation spell, or other means of reincarnation, the following rules and tables will allow reincarnations to be performed in a simple and reasonable manner. To use the table, simply roll a number from 01 to 00 to determine what type of being the Reincarnation has found. Roll again to determine the level, continuing to roll multiple 0's as far as necessary. Once the type and level of creature have been determined, roll a Saving Throw, as vs. Magic, for that creature. If the creature achieves its Saving Throw, the Reincarnation is a failure, and may not be attempted again. If the creature fails to achieve its Saving Throw, the Reincarnation has placed a new soul in the indicated body. This new soul is the one that you were trying to put there with the Reincarnation spell. Unless the referee determines that some difficulty exists, the being with the soul of your old character will now attempt to return to that old character's home, and join with the other adventurers. This trip normally will take from 1-20 days (rolled randomly). After that time, the character will arrive and take his place among the other characters.

Reincarnation will place a soul in a body of the same alignment and sex as the old one. The given table is written to cover lawful reincarnations, but the referee may make the necessary changes to handle neutral or chaotic characters being reincarnated. The difference is a simple one: in those cases where a result is not possible because of alignment, primarily that of chaotic alignment for beings that are only lawful or neutral (elves, dwarves, halflings, and centaurs). Simply substitute something intelligent that is of the correct alignment, from among those creatures found in the dungeon or wilderness of that referee.

The notes on the Reincarnation Type table that indicate "Special Human" or "Special Non-Human" should be used by the referee as follows: if the Special Human result is rolled, the referee should roll randomly from among all of the unusual human player-character types allowed in the game. Paladins, Rangers, Druids, Assassins, Bards, Monks, Combination Characters, etc., basing the results as closely as can be estimated on the relative percentages of each of those types that are around. For example, a Paladin would be much more common than a Magical Fighting Thief combination character. The characteristics of a character who is the result of a Reincarnation are rolled randomly, with the following adjustment: if the Prime Requisite or any other characteristic does not meet the minimum requirement for that character class, including any adjustments that could be made (see rules for Creating Player Characters), then that characteristic should arbitrarily be raised to the minimum required for that class of character. Thus, if a Magic user were rolled as a result, and, after adjustment, his Intelligence was apparently only an 8, this would be raised to the required 9, since otherwise the character could not have been a Magic user before, anyway. Please note that Reincarnation is the only time that a characteristic may be adjusted in this manner, and only for the simplicity of the game, since otherwise it could take hours of dice-rolling to roll a character that qualified for some of the reincarnation results.

Body Destruction

When a character or other being is damaged by destructive magic or other destructive forces beyond the

amount of damage that it takes to reach the Death Level of the being, a Saving Throw must be rolled to determine whether the dead body was actually destroyed. Such a determination must be made whenever the body takes enough damage from Fire, Electricity (Lightning), Energy, Heat, or Acid to equal or exceed the Death Level of the character. Thus, if a character normally has a Death Level of 48.2 Hit Points, her body must be checked for destruction if it has taken at least 48.2 Hit points of destructive magic or its equivalent (Dragon Breath, natural fire or acid, etc.). All of the various destructive forces are added together to check this total, but the Saving Throw is rolled as vs. the predominant type of damage. Only one Saving Throw is rolled, normally at the end of combat when it is assured that the body will suffer no more destructive damage.

When using the Body Destruction Saving Throw table, simply make a ratio of the destructive damage received to the calculated Death Level of the body in question. If the ratio falls in between two listed numbers in the Times Death Level column, go to the higher of the two numbers; that is, round up. Read across to find the column for the type of destruction. If a character has been damaged partly from destructive magic and partly by other means, use only that part that was destructive magic or similar to calculate the Death Level ratio, and whether or not the body needs to roll a Saving Throw at all. Thus, if a character that takes 23.4 Hit Points to Death Level has taken 12 points of damage in melee, and then takes 18 points of damage from a Fireball, he is indeed dead, but the body need not be checked for destruction. Furthermore, any damage that was taken from Dart or Micro spells of a type that would otherwise be destructive is not added in, since these spells damage only tiny portions of the body. A body that is determined to have been destroyed, through failure to achieve its Body Destruction Saving Throw, cannot be raised (restored to life by a Raise Dead spell), nor can a Reincarnate or Animate Dead be successfully used on it. Only a Wish can normally recover a destroyed body.

Reincarnation Table

Reincarnation Table			
Roll	Type	Roll	Level of Being
01-25	Fighter	01 -35	1
26-40	Cleric	36-60	2
41-60	Magic user	61-75	3
61-72	Thief	76-85	4
73-79	Elf	86-90	5
80-84	Dwarf	91-95	6
85-86	Special Human	96-98	7
87-90	Halfling	99	8
91-93	Centaur	00	9
94-99	Were Creature	000	10
00	Special Non-Human	And so on...	

Illusionists

In addition to the normal six classes of magic, there is another type of magic altogether. This is Illusionary Magic, a separate type all to itself that can only be used by a limited number of magic users, called Illusionists.

The spells of an Illusionist are mainly mental spells by their nature, with higher level spells involving some bending of light and other related phenomena. An Illusionist is limited by his very nature, since he cannot affect some types of beings at all (most Undead, for example), but this is made up for by the fact that an Illusionist is very powerful against other intelligent beings.

Many of the spells of an Illusionist only affect the victim if the victim thinks that whatever illusion is being cast are real. This is determined by the same Saving Throw as is used for the belief in magical Illusions and Phantasms: the Belief Saving Throw. Some of the Illusionist's spells adjust this saving throw against the target, requiring the target to save by rolling 10 or 20 lower than his normal belief number.

The main weakness of Illusionists is their near-inability to use normal magic. Most normal spells are barred to them, and it is much more difficult for them to use a wand or staff or to read a magical scroll. Thus, Activate Wand is a 3rd level Illusionist spell, and Read Magic a 4th, compared to first level for normal magic users on both.

In the Illusionist spell descriptions, whenever there are no details, assume that the spell works exactly like the Magic User spell of the same name. Use as much common sense as necessary in interpreting the descriptions, since the whole point of most Illusionary magic is that the uses are widely varied.

First Level Illusionist Spells

Spell Name	Spell Points	Duration	Range	Size and Shape
Alter Scent	3	Dispel	3	Individual
Alter Taste	3	Dispel	3	Individual
Alter Touch	3	Dispel	3	Individual
Blending In Place	3	1 Turn/L	0	Self
Create Noise	2 + 1/turn	Maintained	6	Individual
Create Smell	2 + 1/turn	Maintained	6	Individual
Create Taste	2 + 1/turn	Maintained	6	Individual
Darkness	3 + 1/turn	Maintained	0	3" Circle
Detect Illusion	1	1 Magic phase	1 per L, max. 24	Individual
Disguise Object	3	Dispel, broken	3	1 Object
Disguise Self	3	Dispel, broken	0	Self
Foxfire	2	6 Turns	1	1/36" ball
Hide Object	2	1 Phase/L	1	1" Cube
Hypnotism	3	Dispel, broken	9 (24)	Individual
Illusion	4 + 1/turn	Maintained	24	L/2" Ball
Individual Silence	2	Dispel, broken	3	Individual
Itch	2	1-4 Phases	12	Individual
Light	2 + 1/turn	Maintained	0	3" Circle
Magic Aura	2	Dispel	3	Individual
Minor Change	2	Dispel	3	Individual
Mirror	2	1 Turn	6	1/6" Square
Numbness	2	1-6 Turns	12	Individual
Read Illusionist Magic	1	1 Reading	½	Individual
Read Languages	1	1 Reading	1	Individual
Silence, 1" Radius	2	6 Turns	12	1" Circle
Sleight of Hand	3	1 Turn	0	Self
Ventriloquism	2	1 Turn	0 (6)	Self
Wall of Fog	3	3 Turns	12	½ × 6 × 2 Wall

Second Level Illusionist Spells

Spell Name	Spell Points	Duration	Range	Size and Shape
Area Itching	5	1-4 Turns	12	3 × 3 × 1 Area
Area Numbness	4	1-6 Turns	12	3 × 3 × 1 Area
Blinding Light	2 + 1/turn	Maintained (1-6 T)	0 (1)	24” Radius
Blindness	3	1-6 Turns	12	Individual
Change Self	5	Dispel	0	Self
Conceal Tracks	5	Dispel	0	6 or 12 Circle *
Continual Light	4	Dispel	12	12” Circle
Create Flavor	3	3 Turns	6	Individual
Create Scent	3	3 Turns	6	Individual
Create Sound	3	1 Turn	6	Individual
Detect Magic	2	1 Magic phase	1	Individual
Disguise Others	4	Dispel, broken	3	Individual
Displacement	2 + 1/turn	Maintained	1	Self
Distant Weather	3 + 1/turn	Maintained	24	Any area within 24”
Flash	3	1 Phase (1 Turn) *	6 (24)	Point
Fog	3	3 Turns	0	3” Circle
Hallucination	3	1 Turn	12	Individual
Hypnotic Pattern	4	*	12 max	6 × 6 × 2 Area
Invisibility	3	Dispel, broken	24	Individual
Lightwall	3 + 1/turn	Maintained	6	½ × 6 × 2 Wall
Misdetection	3	3 Turns	0	Self
Phantasm	3	Until touched	24	Sight
Pyrotechnics	3	1 Turn	24	Sight
Shadow Missile	3 + 1/missile	1 Dex count/missile	15	Individual
Shapechange	4	Dispel	12	Individual
Silence, 3” Radius	3	6 Turns	12	3” Circle
Smoke Cloud	4	3 Turns	0	3” Circle
Stench	2 + 1/turn	Maintained	*	*
True Sight	3	3 Turns	0 (24)	Self
White Noise	2 + 1/turn	Maintained	*	*

Third Level Illusionist Spells

Spell Name	Spell Points	Duration	Range	Size and Shape
Activate Wand	2	1 Dex count	0	Individual
Change Landscape	5	Dispel	0 (12)	12” Radius
Change Object	5	Dispel	3	Individual
Change Others	6	Dispel	3	Individual
Color Spray	5	1 Dex count *	0	12 × 6 Cone
Concealment	5	3 Turns	0	Self
Continual Darkness	5	Dispel	0 (12)	12” Radius
Deafness	3	1-6 Turns	12	Individual
Dispel Illusion	4	1 Dex count	6	1 Illusion
Fear	6	1 Dex count *	0	6 × 3 Cone
Hallucinatory Terrain	7	Dispel, broken	24	Sight
Hide Spellcasting	4	3 Turns	0	Self
Hypnotic Pattern + 10%	5	*	12 max	6 × 6 × 2 Area
Hypnotic Picture	6 + 2/turn	Maintained	3 (24)	6 × 6 × 2 Area
Illusionary Script	3	*	3	6 sq. in.
Invisibility, 3” Radius	4	Dispel, broken	0	3” Radius
Magic Mouth	3	Till activated	3	Individual
Micro-Itching	3	1-4 phases	12	Individual
Micro-Phantasm	4	1 Dex count	24	Individual
Micro-Shadow Missile	3 + 3/missile	1 Magic phase	15	Individual
Mirror Image	5 + 1/turn	Maintained	6	1-4 Images
Moveable Darkness	4 + 1/turn	Maintained	0 (1)	1” Radius
Pastorale	6	Dispel	0	12” Radius
Phantasm + 10%	4	1 Dex count	24	Sight
Shadow Missile + 10%	4 + 2/missile	1 Dex count	15	Individual
Size Change	5	Dispel	12	Individual
Sleep	5	Dispel, broken	24	6 × 6 × 2 Area
Suggestion	5	Dispel, broken	9 (24)	Individual
Wizard Light	3 + 1/turn	Maintained	0 (24)	24” Radius

Fourth Level Illusionist Spells

Spell Name	Spell Points	Duration	Range	Size and Shape
Area Blinding Light	6 + 2/turn	Maintained	12	3” Radius
Area Darkness	5	6 + L Turns	24	6” Radius
Area Stench	6 + 2/turn	Maintained	12	3” Radius
Confusion	5 + 1/turn	Maintained	12 max	6 × 6 × 2 Area
Controlled Illusion	5 + 2/phase	Maintained	24	6” Radius
Delusion	6 + 1/turn	Maintained	12	Individual
Illusionary Bands	6	Dispel	12	1” Cube
Immobilization	5 + 1/turn	Maintained	12	Individual
Mass Invisibility	10 + radius	Dispel, broken	0	Variable radius
Massmorph	7	Dispel	0 (24)	24” Radius
Micro-Phantasm + 10%	5	1 Dex count	24	Individual
Micro-Shadow Missile + 10%	4 + 4/missile	1 Magic phase	15	Individual
Mind Blank Self	6	6 + L	0	Self
One-Way Darkness	6 + 2/turn	Maintained	6	½ × 6 × 2 Wall
Percentile Illusion Negation	6	1 Magic phase	24	Individual
Phantom	6 + 1/turn	Maintained	6	1 Phantom
Picture Window	6	Dispel	6	2 × 2 window
Read Magic	2	1 Reading	½	Individual
Scene	6	Dispel	24	12 × 12 × 2 Area
Shadow Wall	4 + 2/turn	Maintained	6	½ × 6 × 2 Wall
Spellbind	7	Dispel	12	6 × 6 × 2 Area *
Sustained Phantasm	6 + 3/phase	Maintained	24	Sight
Vertigo	5	2-12 Turns	24	Individual

Fifth Level Illusionist Spells

Spell Name	Spell Points	Duration	Range	Size and Shape
Befuddlement	9 + 3/turn	Maintained	0 (3)	3” Radius
Broadfield Hallucination	12	Dispel	24 max	24” Radius
Chaos	8 + 2/turn	Maintained	24	1” Cube / L
Combine Illusions	6	Up to 3 turns	*	*
Detection Jamming	5/type	6 Turns	0	Self
Dreamland	8	3 Turns	24	3” Cube
Extend Illusion	4 + 1/level	x 2	*	*
Feeblemind	8	Dispel	24	Individual
Hypnotic Image	10	*	12	6 × 6 × 2 Area
Illusionary Prison	8 + 2/turn	Maintained	18	2” Radius
Light of Truth	7	1 Magic phase	0 (6)	6” Radius
Mass Suggestion	10	Dispel	12	6 × 6 × 2 Area
Maze	12	6 Turns	12	6 × 6 × 2 Area
Phantasm + 20%	8	1 Dex count	24	Sight
Programmed Illusion	7 + 3/turn	Maintained	24	3” Cube, moveable
Projected Image	7 + 1/turn	Maintained	24	1 Image
Shadow Missile + 20%	5 + 3/missile	1 Magic phase	15	Individual
Super-Invisibility	9	Dispel, broken	12	Individual
Sustained Phantasm + 10%	7 + 3/phase	Maintained	24	Sight
Ultra-Invisibility	9	Dispel, broken	12	Individual

Sixth Level Illusionist Spells

Spell Name	Spell Points	Duration	Range	Size and Shape
Amnesia	10	Dispel	3	Individual
Anti-Illusion Shell	8	12	0	Self
Five Sense Illusion	12 + 2/turn	Maintained	24	Sight
Five-Sense Weather	9 + 3/turn	Maintained	24	Sight
Indetectability	10	3	0	Self
Micro-Feeblemind	11	Dispel	24	Individual
Micro-Phantasm + 20%	10	1 Dex count	24	Individual
Micro-Shadow Missile + 20%	6 + 5/missile	1 Magic phase	15	Individual
Mirrorwall	9 + 2/turn	Maintained	12	0 × 6 × 2 Wall
Prismatic Illusion Spray	12	1 Dex count	12	Sight
Prismatic Illusion Wall	15 + 5/turn	Maintained	12	0 × 6 × 2 Wall
Reflect Detect By Implements	10	1 Day	3	Individual
Reflect Illusion	12	3 Turns	0	Self
Simulacrum	10 + 4/turn	Maintained	24	1 Image
Terror	15	*	0	12 × 12 Cone *

First Level Illusions

Alter Scent: Enables the caster to alter the apparent scent of an existent object, animate or inanimate. The spell does not hide a scent's existence, and cannot be used to create a scent on a scentless object or in a space that has no scent. Thus, it cannot be used to give a scent to an illusion. Also, the scent's alteration cannot physically harm any being smelling it, and will not be strong enough to cause physical aversion (i.e., skunk scent). Range: 3". Duration: until dispelled. Cost: 3 SP.

Alter Taste: This spell functions similarly to Alter Scent (1I), but affects the apparent taste of the target object. Range: 3". Duration: until dispelled. Cost: 3 SP.

Alter Touch: This spell functions similarly to Alter Scent (1I), but affects the apparent surface texture of the target object. Range: 3". Duration: until dispelled. Cost: 3 SP.

Blending In Place: This spell permits the caster to remain unobserved (but not truly invisible), with the following restrictions: in order to remain unseen, the caster must not move while in direct line of sight of hostile beings. Sudden changes in light may change the caster's shadow, which is not disguised. The blending is only visual, and will not fool other senses or various magical detect spells. Range: caster only. Duration: 1 turn per level of the caster. Cost: 3 SP.

Create Noise: This spell creates small, indistinct sounds at the location chosen by the caster. These noises are low-level, non-damaging, and are used primarily as a distraction. Duration: as maintained. Range: 6". Cost: 2 SP + 1/turn.

Create Smell: As Create Noise (1I) but creates smells. Range: 6". Duration: as maintained. Cost: 2 SP + 1/turn.

Create Taste: As Create Noise (1I) but creates tastes. Range: 6". Duration: as maintained. Cost: 2 SP + 1 turn.

Darkness: The exact reverse of Light (1I) in altering light. This spell creates a 3" radius circle of darkness around the caster. This darkness is less dark than moonless night, but sufficient for hiding objects and creatures in. Duration: as maintained. Cost: 3 SP + 1/turn maintenance.

Detect Illusion: Allows the caster to detect the casting or the ongoing presence of an illusionary spell or other simple form of illusion. This spell will not detect forms of direct mind control that cause the victim to mis-perceive their surroundings. Range: 1" per level of the caster, up to 24" maximum. Cost: 1 SP.

Disguise Object: Changes the appearance of an object, although the overall shape must remain similar. Range: 3" from caster at time spell is cast. Duration: Until dispelled or until touched by any sentient being other than the caster. Cost: 3 SP.

Disguise Self: Changes the appearance of the caster, with the limitation that the new appearance must have the same basic physical shape as the original. Does not give caster any special powers or abilities associated with the new appearance (i.e., Disguise Self to a medusa will not turn viewers to stone). Duration: until dispelled or touched by a sentient being other than the caster. Cost: 3 SP.

Foxfire: Creates small globe of light that moves at the volition of the caster. The globe must remain within 1" of the caster, and is only bright enough to equal 1 normal candle in illumination. Range: 1''. Duration: 6 turns. Cost: 2 SP.

Hide Object: Specialized invisibility spell, used mostly for pocketing small items. Causes target item, no more than 1 cubic foot, to be invisible for 1 phase per level of the caster. Range: 1". Cost: 2 SP.

Hypnotism: Allows the caster to gain control of another being of similar species by visual hypnosis. Limited as Charm Person (1M), but caster must be able to look victim directly in the eye at time of the casting. This spell applies to all two-legged, generally mammalian figures near to or less than man-size, excluding all 'Undead' monsters but including such things as orcs and goblins. If the spell is successful it will cause the charmed entity to obey any spoken and understood command of the charmer until such time as the hypnosis is dispelled. See the general Charm rules for other restrictions and effects. Duration: Until dispelled or removed by the caster of the spell or the caster loses control by going unconscious, dying, or moving

outside range. Range: 9" at the time of the casting, 24" thereafter to maintain control. Cost: 3 SP.

Illusion: Basic controlled illusion that requires the direct attention of the caster. Cannot touch or harm any being, and is disbelieved by viewers as soon as contacted or entered by any being other than the caster. Purely visual, no other senses affected. Duration: as maintained. Range: 24". The size of the illusion is limited to 1" diameter/level of the caster. Cost: 4 SP + 1/turn.

Individual Silence: Allows the recipient to move silently until the spell is broken, or dispelled. Duration: until dispelled or the invisible person attempts to attack. Range: 3" at time of casting. Cost: 2 SP.

Itch: Creates a strong itching sensation in the targeted being or creature. If the creature fails to make a saving throw vs. Pain, the itch will be so distracting that it will interrupt most actions for 1-4 phases in order to scratch. If the target is in melee or other life-threatening situation, he will not stop to scratch, but will fight at -4 levels (both attack and defense), and fire spells or archery at -20% accuracy. Range: 12". Cost: 2 SP.

Light: This spell creates a 3" radius circle of light around the caster. This light is less bright than daylight, but sufficient for reading and examining objects. Duration: as maintained. Cost: 2 SP + 1/turn maintenance.

Magic Aura: Enchants the targeted item, creature or being so that a magical or thievish "Detect Magic" spell or ability will respond to the target with a "Yes" response, even if the target has no magical properties. Clerical Detect Magic will not be fooled, because God knows the truth. Range: 3" at time of casting. Duration: until dispelled. Cost: 2 SP.

Minor Change: Permits the caster to create minor illusions that affect the appearance of a being, creature or object. These illusions, 1 per casting of the spell, must be very minor in nature, not changing the shape or basic appearance. (i.e. create or hide a wart, change color of 1 eye, hide wormhole in an apple). Range: 3" at time of casting. Duration: until dispelled. Cost: 2 SP.

Mirror: Creates the visual effect of a 1 square foot mirror. Not solid, and will affect only light, and will reflect light and images as if solid. May face any direction, but must be placed visible to the caster. Range: 6". Duration: 1 turn. Cost: 2 SP.

Numbness: The target, upon failing a saving throw vs. magic, will be unable to perceive any information by sense of touch for 1-6 turns. This will make detailed physical actions difficult or impossible, depending upon the action involved, at referee discretion. Range: 12". Duration: 1-6 turns or until dispelled. Cost: 2 SP.

Read Illusionist Magic: Counterpart to Read Magic (1M), but used for those rare bits of written illusionist magic. The means by which illusionist incantations on a scroll or other item are read. Without such a spell or similar device magic is unintelligible to even an illusionist. Note that this spell may be used to read a spell from a scroll during the same magic phase that the scroll spell is cast. Range: adjacent to the object to be read. Duration: one reading. Cost: 1 SP.

Read Languages: This spell allows the reading of unknown languages on maps and other inscriptions. Range: adjacent to object to be read. Duration: one reading. Cost: 1 SP.

Silence, 1" Radius: This spell forms a 1" circle of total silence around the target. No sound can be heard inside the circle and no sound can escape from it. Range: 12". Duration: 6 turns. Cost: 2 SP.

Sleight Of Hand: Enables the caster to do basic legerdemain without chance of being detected by non-magical means. Duration: 1 turn. Cost: 3 SP.

Ventriloquism: Allows caster to throw his voice to any point within 6" of the caster. It does not allow the making of any noise that the caster could not make unaided. Duration: 1 turn. Cost: 2 SP.

Wall Of Fog: Creates an opaque but intangible wall of ½" thickness, up to 6" in length, up to 2" in height, either as a flat or circular wall. Projectiles and spells may be cast through it, but since it limits vision, spells requiring eye contact or visual sighting will be blocked. Range: 12" from caster at time of casting. Duration: 3 turns or until dispelled. Note that, since the fog is Illusionary, it is not dispelled by wind or air control spells. Cost: 3 SP.

Second Level Illusions

Area Itching: As Itching (1I), but affects all beings within a 3" by 3" area targeted by the caster. Creates a strong itching sensation in the targeted beings or creatures. If a target fails to make a saving throw vs. Pain, the itch will be so distracting that it will interrupt most actions for 1-4 phases in order to scratch. If the target is in melee or other life-threatening situation, they will not stop to scratch, but will fight at -4 levels (both attack and defense), and fire spells or archery at -20% accuracy. Range: 12". Cost: 5 SP.

Area Numbness: As Numbness (1I), but affects all beings within a 3" by 3" area targeted by the caster. The targets, upon failing a saving throw vs. magic, will be unable to perceive any information by sense of touch for 1-6 turns. This will make detailed physical actions difficult or impossible, depending upon the action involved, at referee discretion. Range: 12". Duration: 1-6 turns or until dispelled. Cost: 4 SP.

Blinding Light: This spell creates a bright light directly above the head of the caster. Anyone who attempts to look directly at the caster while the spell is in effect must save vs. Pain in order to do so. Anyone other than the caster within 1" of the light must save vs. Magic or be blinded for 1-6 turns. Note that this light is a point source, and so anyone who can shade his or her eyes from it can still look near the caster. Cost: 2+1/turn.

Blindness: This spell causes one individual target being to save vs. Magic or be unable to use any form of visual sense for 1-6 turns. Range: 12". Cost: 3 SP.

Change Self: This spell allows the caster to change his own physical appearance, as in Disguise Self (1I), with the

advantage that the illusion is not dispelled by the touch of another intelligent being. Changes the appearance of the caster, with the limitation that the new appearance must have the same basic physical shape as the original. Does not give caster any special powers or abilities associated with the new appearance (i.e., Change Self to a medusa will not turn viewers to stone). Duration: until dispelled. Cost: 5 SP.

Conceal Tracks: This spell creates a small durable illusion that causes tracks to resemble their surroundings. For example, tracks in snow will still be holes, but the tracks will be the same color and shade as the snow, and thus not be visible to normal vision. A single casting will be sufficient to cover a single being's tracks for 12" in all directions from caster, or all tracks in a 6" radius. This spell will not conceal tracks from senses other than normal vision (i.e., trackers may still smell the path, and touch traces of the tracks). Detect Illusion will reveal the existence of this spell, and True Sight will see through it. Duration: until dispelled. Cost: 5 SP.

Continual Light: This spell creates a 12" circle of illumination emanating from a point within 12" of the caster. The light is bright enough to use for clear vision (including reading), but is not as bright as full sunlight, and will not damage beings or creatures that can be harmed by full daylight. Duration: until dispelled. Cost: 4 SP.

Create Flavor: As Create Taste (1I), but can be used to create a specific flavor, good or bad. This can cause good food to taste bad, or drugged or poisoned food to have a pleasant taste, etc., but the flavor itself cannot do damage. For example, if the caster made himself taste like garlic, a vampire might not take a second bite, but would suffer no actual damage. Duration: 3 turns. Cost: 3 SP.

Create Scent: As Create Smell (1I), but can be used to create a specific scent. This spell can create the scent of a harmful substance, but will not cause the damage of that substance; i.e., the smell of chlorine gas is unpleasant, but the illusion of it would not corrode anyone's lungs. Duration: 3 turns. Cost: 3 SP.

Create Sound: This spell creates sounds of moderate intensity at any point within 6" of the caster. The sound cannot do damage, and cannot be of a complex nature (such as speech). Duration: 1 turn. Cost: 3 SP.

Detect Magic: This spell will determine if there has been some enchantment laid on a single person, place or thing. It will detect any spell or enchantment that is currently in existence, but will not detect an already-dispelled spell. Range: 1". Duration: single casting. Cost: 2 SP.

Disguise Others: As Disguise Self (1I), except it may be cast on another being or creature. Changes the appearance of the caster, with the limitation that the new appearance must have the same basic physical shape as the original. Does not give caster any special powers or abilities associated with the new appearance (i.e., Disguise Others to a medusa will not turn viewers to stone). Range to target: 3" from caster. Duration: until an intelligent being other than the caster touches target. Cost: 4 SP.

Displacement: This spell causes the caster to have a blurred visual aura, and makes it harder for others to see the caster. As a result, if attacked, the caster has a defense bonus of +2 levels. In addition, he is 10% harder to hit with archery, and has a 10% Saving Throw bonus against individual-target spells, due to being harder to hit accurately. At the discretion of the referee, this last bonus may be taken against an opposing caster's accuracy roll to hit with a targeted spell that is aimed other than at the displaced target that where the caster is trying to include the displaced target to be near the edge of the spell. For example, a Lightning Bolt is not a single-target spell, but a Lightning Bolt aimed at a Displaced target would be 10% less likely to hit accurately because the area affected is a narrow bolt. Similarly, trying to include a displaced target in the edge of a cone or other area spell may give a 10% Saving Throw bonus to the target. Duration: as maintained. Cost: 2+1/turn.

Distant Weather: This spell creates a two-sense illusion of the effects of weather at a distance from the observer. For example, the flash of lightning and sound of thunder, or sound and smell of rain would be possible, but the direct touch of raindrops would not. Effects must emanate from a point no more than 24" from the caster, but, if used through an opening or from behind a wall or a tree, may seem to come from farther away. Duration: as maintained. Cost: 3+1/turn.

Flash: Creates a small blinding flash of light at the point designated by the caster. Anyone looking at the point of the flash must save vs. Magic or be blinded for 1 turn. Unlike the Magical spell of the same name, this spell involves only light, not fire, and will thus not ignite objects. Range: flash may be anywhere within 6" of the caster. Duration: 1 magic phase. Cost: 3 SP.

Fog: This spell creates an opaque but intangible cloud that spreads out in a 3" radius from the caster, but is stopped by any walls that intervene. Duration: 3 turns. Cost: 3 SP.

Hallucination: A spell that causes the target to have vivid visual hallucinations whose content is controlled by the caster. Duration: 1 turn. Range: 12". Cost: 3 SP.

Hypnotic Pattern: This spell entrances and immobilizes victims with a visually attractive pattern as follows: the caster's level times 25 = hypnosis points. Each being who fails a saving throw vs. Magic will use up its Hit Dice squared in hypnosis points. (i.e., a 6 HD monster will use up 6 times 6 = 36 points.). Victims will remain entranced for a period of time based on the hypnosis points used up. If available victims use up all the points, the hypnosis will last only 1 turn. If victims use up a smaller number of points, divide the total number of hypnosis points by the number used up. The resulting number is the number of turns. (example: a level illusionist (250 hp) affects four 5 HD monsters (4 times 25 = 100 points used). 250/100 = 2.5. The monsters will be entranced for 2.5 turns. In order to be affected by this spell, a potential victim must have been looking in the general direction of the caster at the time the spell is cast, and within a 6" by 6" area

determined by the caster. Range: 12" from caster to farthest point in affected area. Cost: 4 SP.

Invisibility: Makes invisible to normal vision the person or thing upon which it is cast. Beings able to sense enchantments at a range or able to see through concealment or illusions will not be fooled by this spell, and may be able to see or detect the target. (Remember, the invisible is not intangible, and can be sensed by other means, if it still has a scent or makes a sound.) A person, being or object made invisible will have its invisibility dispelled if it strikes or attacks any living being or solid object with sufficient force to cause damage to either side of the impact. Duration: until dispelled. Range: 24" from caster at time of casting. Cost: 3 SP.

Lightwall: Causes a wall of light to be formed, with dimensions as those in Wall of Fog (1I). This wall may be of a color (or combination of colors) of the caster's choosing. It will not stop spells or physical objects from passing through, but will interfere with line-of-sight for aiming ranged weapons or spells. It may deter light-sensitive beings from passing through, but will not do actual damage to anything that is harmed by sunlight or other very bright lights. Range: 6". Duration: as maintained. Cost: 3+1/turn.

Misdetection: This spell gives the caster a Saving Throw vs. any magical detection spells, which would otherwise automatically detect him in some way. This Saving Throw is vs. Magic or Implement, depending on the source of the Detection spell. Duration: 3 turns. Cost: 3 SP.

Phantasm: This spell allows the caster to cast illusions that have an instantaneous 'shock' effect on one or more targets. This shock effect can do damage, up to the level of the caster in dice, or it may be designed to alter or stop the actions of a target without doing damage. Unlike the Magical Phantasm spell (2M), this spell is not limited to imitating single magical spells. With this spell and enough time to plan, an illusionist can use this spell to create a barrage of Illusionary Fire Balls, a breathing dragon, a storm of fire from the sky, or anything his little Illusionary heart desires. Any living being in the effect that is not aware that the effect is illusionary must make a Belief saving throw or be affected by any damage as if the effect or spell was real. Range: 24". Duration: instantaneous (visual effects may linger for a full phase if they do not touch any living being). Cost: 3 SP.

Pyrotechnics: This spell allows the caster to present the illusion of spectacular fireworks (bright flashes, sparks cascading down, etc.) Duration: 1 turn. Range: 24". Cost: 3 SP.

Shadow Missile: This spell creates Illusionary missiles, up to 1 per 3 levels of the caster (rounded off to nearest 3 levels). If the caster hits a target, and the target fails a Belief saving throw about the reality of the missiles, each missile does 2 dice + 2 of damage (4-14). The target must be able to perceive the missiles visually. Unlike Magic Missile (2M), the accuracy of this spell is determined as a Spell, not as archery. Range: 15". Duration: all missiles must be fired at the same target, same magic phase, 1 dexterity count apart. Each missile takes 1 dexterity count to travel to the target. Cost: 3 SP +1/missile fired.

Shapechange: This spell makes any target that fails a Saving Throw vs. magic to think it has been changed into an animal or creature of the caster's choosing. Duration: until dispelled. Range: 12". Cost: 4 SP.

Silence, 3" Radius: As Silence, 1" Radius (1I), but with a wider range of effect. Cost: 3 SP.

Smoke Cloud: As Fog (2I), but appears to be a cloud of smoke coming from an unseen fire. The color of the smoke is at the option of the caster. Cost: 4 SP.

Stench: As Blinding Light (2I), but affects the sense of smell instead of vision. In addition, all within 1" circle around caster must save vs. Pain or flee from horrible smell. Cost: 2 SP + 1/turn.

True Sight: This spell allows the caster to be able to see the reality behind any illusions or similar effects caused by normal or Illusionary magical spells of Fourth level or less, or their equivalents. Duration: 3 turns. Range: illusions must be within 24" of caster to be exposed. Cost: 3 SP.

White Noise: As Blinding Light (2I), but affects the sense of hearing instead of vision. All within 1" of caster are completely unable to distinguish one sound from another or understand them, including spoken or shouted voices. Cost: 2 SP +1/turn.

Third Level Illusions

Activate Wand: This spell causes a wand being held by the Illusionist casting the spell to activate. If the wand has charges, a charge is used. This is the only way for an Illusionist to use magical wands, except for those Detection wands of an "always active" nature. Duration: instantaneous. Cost: 2 SP.

Change Landscape: This spell allows the caster to change details in outdoor terrain, by disguising real features of the landscape and terrain. Thus, a rock could be disguised as a bush, or a small swamp as dry land. It is limited to a single change per spell (i.e. a garden could all consist of purple roses, but not a variety of plants). The spell can affect a radius of 12" from the caster at the time of casting. Duration: until dispelled. Cost: 5 SP.

Change Object: This spell allows the caster to change the appearance of any non-living object. This illusion is similar to Disguise Object (1I), but is not dispelled by touch. Range: 3" from caster at time spell is cast. Duration: until dispelled. Cost: 5 SP.

Change Others: This spell allows the caster to change the appearance of any living being. The spell is similar to Disguise Others (2I), but is not dispelled by touch. Duration: until dispelled. Range: 3" from caster when spell is cast. Cost: 6 SP.

Color Spray: This spell creates a 12" cone of bright, multicolored rainbow ribbons of light. The light does no damage, at least directly, but all that are caught in it must save vs. Magic or be surprised. This will interrupt complex actions, including the casting of spells, and anyone so

affected has a 1/4 chance of dropping anything they are carrying, including weapons being wielded. In addition, non-intelligent creatures that fail their Saving Throw vs. Magic will stop in place if they were advancing toward the caster, and creatures sensitive to light will run away as directly as possible. Cost: 5 SP.

Concealment: This spell allows the caster to move in total silence, giving the caster a 90% chance of hiding in shadows or other concealment. If combined with Invisibility (spell or implement), makes the caster unable to be seen even to beings with the See Invisible spell or its equivalent in items or natural abilities. However, other forms of detection, including Detect Illusion (1I) can still detect an Invisible, Concealed person. Duration: 3 turns. Cost: 5 SP.

Continual Darkness: The exact reverse of a Continual Light spell (2I), this spell creates a 12" radius volume of darkness, centered on the caster. Duration: until dispelled. Cost: 5 SP.

Deafness: This spell causes the victim to save vs. Magic or be completely deafened for 1-6 turns. Range: 12". Cost: 3 SP.

Dispel Illusion: This spell allows the caster to dispel Illusionary spells a percentage of the time equal to the caster's level divided by the level of the original spell's caster. Thus, a 6th level illusionist would have a 60% chance of dispelling an illusion cast by a 10th level illusionist (6/10 = 60%). Range: 6". Cost: 4 SP.

Fear: Creates a standard 6" long cone that causes all within it to be afraid. All intelligent beings must save vs. Fear or flee. All sub-intelligent living creatures must save vs. Magic or flee. Fleeing creatures may attempt to recover their wits each turn by rolling another saving throw on the appropriate table. Duration: cone lasts 1 magic phase. Range: cone emanates from fingertips of caster. Cost: 6 SP.

Hallucinatory Terrain: This spell can be used to conceal or create terrain features visible from a distance. Thus, a small forest could be created, or a small swamp hidden. This spell is dispelled by the touch of any intelligent being other than the caster. Duration: until dispelled. Range: all parts of the illusion must be within 24" of the caster at the time of casting. Cost: 7 SP.

Hide Spellcasting: This spell has the effect of maintaining the illusion that the caster is not casting a spell or making any other obvious gestures for 3 turns. Unlike most spells, this one requires no visible gestures, and creates a simple illusion of normalcy, making it possible for the caster to cast other spells, escape from ropes or traps, or do other tasks without apparent motion, for the duration of the spell. Duration: 3 turns. Cost: 4 SP.

Hypnotic Pattern + 10%: This spell is like Hypnotic Pattern (2I), but adjusts the saving throws of all victims by 10% in favor of the caster. Cost: 5 SP.

Hypnotic Picture: This spell places an Illusionary image on a wall or surface that, if viewed, will perform as a Hypnotic Pattern at the level of the caster. The image will remain visible for as many turns as the caster maintains it, or until 1 turn after the caster leaves a 24" maintenance range. Anyone who looks at the picture will be affected as if looking at a Hypnotic Pattern. Range: 3" from caster at time of casting, 24" to maintain. Cost: 6 SP + 2/turn.

Illusionary Script: This spell allows the caster to create Illusionary letters, symbols and other drawn devices in mid-air or on surfaces. If drawn on any solid surface, the writing lasts for 10 turns per level of the caster, or until dispelled. If drawn on a liquid surface, the duration is 5 turns per level of the caster. If drawn in mid-air or comparable non-surface, the duration is 1 turn per level of the caster. Range: 1" from caster at time of writing. Cost: 3 SP.

Invisibility, 3" Radius: As Invisibility (2I), but affects all desired items and beings within a 3" radius of caster at the time of casting. Each item and being is separately invisible, and dispelling one does not make all visible. Cost: 4 SP.

Magic Mouth: This spell allows the caster to enchant an inanimate object so that it will speak a short phrase to whom ever the caster has specified (anyone, a class of persons (i.e. any magician, any elf), whoever touches the item, etc.). Once the message has been delivered, the spell expires.

Micro-Itching: This spell works like Itch (1I), but may be cast once per magic phase. Cost: 3 SP.

Micro-Phantasm: This spell works like Phantasm (2I), but maybe cast once per phase at a single target. This target may be changed each phase if desired, and can only damage any one target as long as that target fails Belief saving throws, one attempt per time hit. Any intelligent being that realizes the illusionary nature of the spell may tell his companions, preventing them from being damaged by the same spell. Cost: 4 SP.

Micro-Shadow Missile: As Shadow Missile (2I), but may be cast every magic phase. It only affects any single target until that target successfully makes a Belief saving throw. Cost: 3 SP +3/missile.

Mirror Image: This spell produces 1-4 exact Illusionary duplicates of the caster (Note: unlike the Magical spell, the caster chooses the number, rather than rolling a 4-sided die).These images may move anywhere within 6" of the caster, at the will of the caster. Individual images will disappear when touched by any intelligent being, enchanted (including non-living) being or animated object, or living being that is attacking the image. Thus, it would be dispelled by a Golem, but not by a passing microbe. Duration: as maintained. Cost: 5 SP + 1/turn.

Moveable Darkness, 1" Radius: Unlike the Darkness spell (1I), this spell creates a 1" radius of total darkness, impenetrable to all forms of enhanced vision, and not penetrable by any form of magical or natural light. This volume of darkness is centered on the caster, and will move with the caster as long as maintained. Duration: as long as maintained. Cost: 4 SP+1/turn.

Pastorale: A simple area illusion, capable of making a 12" radius area appear to be peaceful and uninhabited from outside the area. This illusion may contain small moving

items, but no complex motions. Thus, a small running brook is possible, or blowing leaves, but a ring of dancing fairies is not. Duration: until dispelled, although anyone entering the illusion will see that it is an illusion, and will see the reality as well as the illusionary scene. Range: caster must be at the center of the area. Cost: 6 SP.

Phantasm + 10%: As Phantasm (2I), but the Belief saving throw of any target is adjusted by 10% in favor of the caster. Cost: 4 SP.

Shadow Missile + 10%: As Shadow Missile (2I), but the target's Belief saving throw is adjust 10% in favor of the caster. Cost: 4 SP + 2/missile.

Size Change: This spell creates the illusion that an object or being is larger or smaller than it really is, without changing its actual size or mass. Any object can be changed in size in each dimension by a ratio of 1/12 smaller, or 12:1 larger, or anywhere in between. Duration: until dispelled, although careful examination will reveal the existence of the illusion. Range: 12" at the time of the casting. Cost: 5 SP.

Sleep: A mild hypnotic spell that can put living beings to sleep until dispelled or until the caster dies or goes out of range of the victims. Affects 1-6 beings of the caster's own level, or 1 being of no more than twice the level of the caster. For beings of lower level than the caster, the spell can affect an additional 1-6 for each level lower than the caster. Thus, if the caster is 6th level, he can affect 1-6 6th level creatures, 1 7th level creature, or 2-12 5th level creatures.

Suggestion: This spell is similar to Hypnotism (1I), but the victim does not need to be looking directly into the eyes of the caster, but merely must be in range and in clear view of the caster. Range: 9" at casting, 24" to maintain control. Cost: 5 SP.

Wizard Light: This spell creates a 24" radius sphere of light that centers on the caster, and moves with the caster as long as maintained or until dispelled. The light is bright enough for clear vision, including reading, and will discourage creatures and beings that prefer darkness, but is not full daylight, and will not damage vampires or other creatures harmed by sunlight. Cost: 3 SP + 1/turn.

Fourth Level Illusions

Area Blinding Light: As Blinding Light (2I), but affects a 3" radius circle, positioned by the caster. Duration: as maintained. Range: 12" from caster. Cost: 6 SP + 2/turn.

Area Darkness: This spell creates a 6" radius sphere of darkness that may be placed at the will of the caster, within 24"of the caster at the time of casting. Duration: 6 + level of caster turns. Cost: 5 SP.

Area Stench: As Stench (2I), but affects a 3" radius circle, positioned by the caster. Duration: as maintained. Range: 12"from caster. Cost: 6 SP + 2/turn.

Confusion: This spell creates a 6" by 6" area, 2" in height, in which creatures subject to an Illusionary confusing of the senses, mixing friend and foe. The caster may affect 2-12 plus 1 per level of the caster victims. Each victim gets a separate saving throw vs. Magic. Any who fail must check their actions as follows: 1/3 chance of being able to attack their true opponents, 1/3 chance of attacking friends by mistake, and 1/3 chance of being too confused to take any action at all. Each being or creature that enters the area, up to the maximum the caster can affect, must also save, as long as the spell is maintained. If the spell is maintained for more than 1 turn, each creature or being in the area rolls a new saving throw, and affected ones check again to see what they are doing. Range: 12" from caster to farthest edge of area. Duration: as maintained. Cost: 5 SP +1/turn.

Controlled Illusion: This spell creates a complex illusion that can be manipulated by the caster to appear to perform multiple actions, complicated motions, etc. It is the easiest single spell that can be used to create illusions ranging from simple moving lights to the illusion of a creature walking a guard post. Only the illusionist's imagination and attention to detail limit it. Duration: as maintained. Range: 24".Cost: 5 SP + 2/phase.

Delusion: This spell causes the victim to save vs. Magic or suffer from delusions, based on his own desires and any suggestions made by the caster, about his immediate surroundings, abilities and possessions. For example, the victim might be convinced that he could fly, or that an ordinary shield provided total immunity from the breath of a dragon. These delusionary beliefs can place the victim in danger, or be designed as harmless pranks, at the will of the caster. Duration: as maintained. Range: 12" from caster. Cost: 6 SP + 1/turn.

Illusionary Bands: This spell creates the illusion of unbreakable bands that wrap and immobilize all beings and creatures in a 1" cube. All failing a Belief saving throw are unable to move, fight, cast magic, etc. Duration: until dispelled. Range: 12". Cost: 6 SP.

Illusionary Weather: This spell creates the illusion of any form of weather within 12" of the caster. While this illusion may include strong winds, lightning flashes, etc., the weather itself will not cause any actual damage, even to those believing it to be real. It will, however, cause those caught in it to react as if the weather is real. Duration: as maintained. Cost: 6 SP + 2/turn.

Immobilization: This spell causes the victim to save vs. Magic (10% bonus in favor of the caster) or be unable to voluntarily move. He can still be picked up and carried, or knocked to the ground by force, but cannot walk, talk, etc., even if otherwise magically compelled to do so. Duration: as maintained. Range: 12" from caster. Cost: 5 SP + 1/turn.

Mass Invisibility: As Invisibility, 3" Radius, but with a variable radius determined by the caster. Cost: 10 SP + 1/1"radius.

Massmorph: This spell will disguise living beings as plants, in a size and shapes appropriate to the beings. Thus, a single person might be disguised as a small tree, a mule as a clump of bushes, or a family of tortoises as a ring of mushrooms. The spell can disguise up to 10 creatures per level of the caster, within a radius of 24" from the caster at the time the illusion is cast. Of course, if the creatures

move around too much, the illusion will not be very convincing, but anyone who can keep basically still will not be detected as a "fake plant" except by ways that will detect or see through the illusion. Duration: until dispelled. Cost: 7 SP.

Micro-Phantasm + 10%: This spell is like Micro-Phantasm (3I), but adjusts the target's Belief saving throw 10% in favor of the caster. Range: 24". Cost: 5 SP.

Micro-Shadow Missile + 10%: This spell is like Micro-Shadow Missile (3I), but adjusts the target's Belief saving throw 10% in favor of the caster. Range: 15". Cost: 4 SP + 4/missile.

Mind Blank Self: This spell prevents the caster's mind from being read, and also protects him from the effects of any spell (levels 1-4) that depend on the detection of the mental emanations of the caster, or upon the reception of mental compulsion or commands sent to the mind-blanked Illusionist. Duration: 6 turns + 1 turn/level of caster. Cost: 6 SP.

One-Way Darkness: A wall of darkness, shaped as Wall of Fog (1I), that can be seen through from one side, as determined by the caster. (This can be used to keep an opponent from seeing the caster and companions, or to keep the caster and friends from seeing something harmful (the eyes of a Medusa, for example). From the clear side, the wall is not visible, and the wall does not stop projectiles or magic from traveling in either direction. Duration: as maintained. Range: 6" from caster to center of wall. Cost: 6 SP + 2/turn.

Percentile Illusion Negation: This spell, when cast at the same dexterity count or in advance of an opponent's Illusionary spell, will negate from 1-100% of that spell, causing it to partially or totally fail to have an effect. If the spell was one that would cause damage, the negation reduces the damage appropriately. Any charming or hypnotic spell that is negated more than 50% will fail totally, and lesser reductions will adjust the victim's saving throw by the percentage rolled. Of course, other illusionary spells that are partially negated may not have their intended effect, at the discretion of the referee. Range: 24". Cost: 6 SP.

Phantom: This spell creates an illusionary creature that is acts as if it is the same level as the caster (for attack and defense level purposes), and takes 1 hit point per level of the caster. This creature may move around within range of the caster, and may make physical attacks on anyone of the caster's choosing. The victim must make a Belief saving throw or take real damage from any subsequent attacks by the phantom creature. Please note that the creature may be appear to be any type of creature, but does not gain any magical or special forms of attack. Thus, a phantom dragon would be able to use claws and teeth, but not a breath weapon. Duration: as maintained, or until dispelled or destroyed. Range: 6" from caster. Cost: 6 SP + 1/turn.

Picture Window: This illusion enables the caster to create an illusion as seen through a window or other portal. This illusion can contain simple moving objects (clouds in the sky, birds and insects passing, leaves blowing in the wind), but not complex actions (battle scenes, etc.). This illusion can be cast on an actual door or window, or on a blank wall (the old fake window trick...). Duration: until dispelled. Range: 6" from caster at time of casting. Cost: 6 SP.

Read Magic: This spell enables the caster to read magical scrolls or other magical writing requiring the spell to read. Please note that while it is possible for an Illusionist to read and use some Magician-type spell scrolls in order to cast Magic spells, it is also possible to use a fish for a tennis racket, and about as appropriate. Duration: 1 reading. Cost: 2 SP.

Scene: This spell allows the caster to create the illusion of all the contents of an area, up to 12" by 12", 2" in height. These contents may include illusionary furnishings of a room, or miscellaneous objects outdoors. It can be used to disguise the actual nature of real objects, create fake objects, or hide objects entirely. Anyone touching objects that do not match what is seen may make a Belief saving throw to realize that they are in an Illusion, but making such a saving throw will not alter what they see. Duration: until dispelled. Range: 24" from caster at the time spell is cast. Cost: 6 SP.

Shadow Wall: This spell creates the illusion of fire or ice (at the option of the caster) of the size of Wall of Fog (1I). Beings attempting to pass through the wall must make a Belief saving throw or suffer damage as if the wall were real. (i.e., weak or low-level creatures will not make the attempt, and those that do will suffer 1-6 points of damage, 2-12 if especially susceptible to the substance of the wall. (The major purpose of this spell is to discourage, not damage.) Duration: as maintained. Range: 6" to center of wall. Cost: 4 SP + 2/turn.

Spellbind: This spell can entrance either a single monster of no more than human intelligence, or 1-4 intelligent beings of the same basic species as the caster. (i.e., a human Illusionist could affect 1-4 elves, but only 1 giant frog.) If the spell is focused on a single intelligent target, there is a saving throw adjustment of 10% in favor of the caster. Duration: until dispelled. Range: 12" from caster. Cost: 7 SP.

Sustained Phantasm: As Phantasm (2I), but may be used to create effects that continue (rings of blazing fire, breathing dragons, etc.) as long as maintained or until touched All those who touch it in the same phase are subject to damage. Duration: as maintained. Range: 24". Cost: 6 SP + 3/phase.

Vertigo: This spell causes a strong feeling of dizziness in the target unless the victim saves vs. Magic. It affects the target's equilibrium to the extent that he cannot ride, fly, aim weapons or spells at any range. The target can melee, but at normal levels minus 10 attack and defense levels. Duration: 2-12 turns. Range: 24" from caster. Cost: 5 SP.

Fifth Level Illusions

Befuddlement: This spell creates a sphere of 3" radius, centering on the caster. Any living being within this

volume at the time of the spellcasting, or that enters the volume during its duration, must save vs. Magic or be unable to take any action. If the caster moves, the volume moves with the caster. Duration: as maintained. Cost: 9 SP + 3/turn.

Broadfield Hallucination: Creates a sustained illusion at the discretion of the caster, of a maximum size of 24" radius centered on the caster. The illusion may be cast smaller than that size, and if smaller, does not need to include the caster or be centered on the caster. Similar to Illusion (1I), but no maintenance is required, and no Belief saving throw is required. Unless the illusion area is entered by someone would encounter physical discrepancies between the appearance of the illusion and the evidence of other senses (for instance, a tree disguised as an ice sculpture would not be cold). Duration: until dispelled. Range: 24" from caster to farthest point of illusion at time of casting. Cost: 12 SP.

Chaos: This spell creates a volume 1" × 1" × 1" (in scale) for each level of the caster, shaped at the caster's will. Any living beings, or any non-living beings that perceive by physical senses, must save vs. Magic or be unable to perceive their surroundings due to an uncontrolled 5-sense illusion of moving objects within the volume. Those making their saving throw will be able to perceive their surroundings, but their perceptions and abilities will be interfered with by the illusion, reducing them by 2 attack and 2 defense levels, and 10% subtraction from all aimed actions. NOTE: Even the caster would be affected if he or she were stupid or desperate enough to enter the Chaos volume. Duration: as maintained. Range: 24" from caster to farthest edge. Cost: 8 SP + 2/turn.

Combine Illusions: This unusual spell allows the caster to "stack" spells in combination to create greater effects. It works as follows: on the first turn, the illusionist casts Combine Illusions. Each time the illusionist is able to cast another spell (normally 6 phases), he casts a spell to be put into the "stack" of spells. He can cast no more than 3 spells in this stack, not including Combine Illusions. NONE of these spells have any effect until the last spell of the stack is cast, and ALL take effect at that time. The spell has two beneficial effects: the first is that none of the spells begin their duration until the whole group is stacked, sometimes saving maintenance costs. The second is that the combined illusion can be more convincing. For instance, a visual illusion of a hideous monster could be combined with a spell creating an appropriate sound for it to make, along with a fear spell. It's good for clearing crowds, and a lot of fun at parties. Limitations: any spell the illusionist casts gets put into the stack until he releases it (immediately after the first, second or third spell is cast). This can be embarrassing if the caster is interrupted part way through a plan. Duration: 3 turns (or until the stack is released, whichever is sooner). Range: based on spells stacked. Cost: 6 SP.

Detection Jamming: Allows the caster to prevent others from detecting his presence by magical means. Unlike the Magical spell of Detection Jamming (5M) a single casting of the spell can affect more than one Detection spell at a time, but the Detection type to be blocked must be specified, and the cost for each blocked detection must be paid. Thus, for a cost of 10 SP, a caster could block Detect Invisible and Detect Life, but he would still be vulnerable to Detect Enemies or other Detection spells. Duration: 6 turns. Cost: 5 SP per Detection blocked.

Dreamland: This spell creates a 3" × 3" × 3" volume in which all living beings must make a saving throw vs. magic or think that all they perceive is Illusionary, even real dangers. Range: 24" to the far edge. Duration: 3 turns. Cost: 8 SP.

Extend Illusion: This spell has the effect of doubling the duration of non-maintained spells. Unlike most spells, this spell must be cast simultaneously with another spell, and it is this simultaneous spell that is extended. Range: as spell cast. Cost: 4 SP + 1/level of the spell being extended.

Feeblemind: This spell has the effect of reducing its victim (saving throw vs. Magic) to the intelligence of an overripe avocado until dispelled. Needless to say, this is devastating to magicians, and at least a minor handicap even to a dwarf. Any victim who fails the saving throw is unable to take any intelligent action, and any victim that is a magician, illusionist or other form of non-clerical spell-caster has its saving throw adjusted 20% in favor of the caster. Range: 24". Duration: until dispelled. Cost: 8 SP.

Hypnotic Image: As Hypnotic Pattern (2I), but creates a vivid 3-dimensional moving image designed to attract attention (subject matter of the caster's choosing). This image has 50 Hypnosis Points per level of the caster, and number affected is figured as Hypnotic Pattern, as is duration. Range: 12". Cost: 10 SP.

Illusionary Prison: This spell can affect all beings within a 2" radius circle. All affected beings failing to make a Belief saving throw (adjusted 10% in favor of the caster) cannot leave the circle, since the Illusionary prison is to them quite real. Range: 18". Duration: as maintained. Cost: 8 SP + 2/turn.

Light of Truth: This spell automatically dispels all illusions created by magical or illusionary spells of 4th level or less within a 6" radius of the caster. It also works as if a Dispel Image (3I) against 5th level or higher spells, again out to a 6" radius. Duration: 1 magic phase (which means spells cast during that same magic phase will be exposed, even if cast after the Light of Truth) Cost: 7 SP.

Mass Suggestion: This spell is similar to Suggestion (3I), but affects either 2-12 beings with a normal saving throw, or a single being with its saving throw adjusted by 20% in favor of the caster (thus making it very hard to save against the spell). When controlling more than one being, the caster must be very careful not to give confusing or conflicting orders to those controlled, since this will result in total inaction on the parts of the controlled beings. Duration: until dispelled. Range: 12". Cost: 10 SP.

Maze: This spell fills a 6" × 6" by 2" high area with a maze of shifting Illusionary walls, constantly moving and changing. Any victim who fails a Belief saving throw is

completely unable to find his way out of the maze. Each victim gets a new Belief saving throw each turn (6 phases). Anyone entering the maze must also make a Belief saving throw or be affected. Range: 12". Duration: 6 turns. Cost: 12 SP.

Phantasm + 20%: This spell is the same as Phantasm (2I), but the Belief saving throws of any victims are adjusted by 20% in favor of the caster. Range: 24". Cost: 8 SP.

Programmed Illusion: This spell allows the illusionist to cause an illusion or Illusionary being to perform simple actions and/or disappear without further attention from the illusionist, although it continues to drain his spell points as long as it continues to function. Thus, he could create the illusion of an ogre walking back and forth in front of a doorway for three turns, while the illusionist is engaged in other actions, but the illusion would drain a total of 13 spell points (7 + 3 for each extra turn). During the three turns, the illusionist could cast other spells. The death of the caster or the total exhaustion of the caster's spell points would instantly terminate the illusion. Any being attempting to touch this form of illusion will find it intangible, but the illusion will not be dispelled by touch. It takes one complete phase to program an illusion of this type, and so this spell cannot be cast if the illusionist is under attack in melee. Duration: as maintained. Range: 24" from caster. Cost: 7 SP + 3/turn.

Projected Image: This spell allows the caster to project an image of himself no more than 24" away. While this spell is in effect, all further spells cast by the illusionist will emanate from the location of the Projected Image, and their ranges are measured from the image (but such spells may not exceed a distance of 24" from the caster). The image can be destroyed by spells that will dispel a spell or illusion, or by destructive magic or physical damage. Examples: destructive magic must do damage dice equal to the level of the illusionist, and magical physical damage must do damage equal to the hit points of the illusionist. If the caster cast a spell from his own location, rather than from the image, unlike the Magical spell Projected Image (6M), the image does not cease to exist, but appears to cast a spell of its own. Duration: as maintained. Range: 24". Cost: 7 SP + 1/turn.

Shadow Missile + 20%: As Shadow Missile (2I), but with the Belief saving throw of the target adjusted 20% in favor of the caster. Range: 15". Cost: 5 + 3/missile.

Super-Invisibility: This is a special form of invisibility that is not broken by casting other Illusionary spells unless they affect another being who successfully rolls a saving throw vs. the effect of the spell. In other words, if everyone who gets caught in the spell fails a saving throw, the caster is still invisible. The spell is otherwise as Invisibility (2I). Duration: until broken or dispelled. Range: 12" at time of casting. Cost: 9 SP.

Sustained Phantasm + 10%: This spell is like Sustained Phantasm (4I), but allows the caster to create illusions that are not instantaneous, and do not vanish upon being touched. Thus, the caster could cast an illusion of a Wall of Fire that would stay in place as long as maintained, and causes damage once per phase to any being touching it. Duration: as maintained. Range: 24". Cost: 7 SP + 3/phase.

Ultra-Invisibility: This spell is a special form of invisibility that is only partially broken by each offensive action. Each time the Ultra-Invisible being takes an offensive action against any living being, or non-living being with senses, the UI being rolls a saving throw vs. magic. If the saving throw is successful, he becomes fully visible to whomever he attacked, but remains otherwise invisible. If he fails the saving throw, he becomes fully visible to everyone. Duration: until broken or dispelled. Range: 12" at time of casting. Cost: 9 SP.

Sixth Level Illusions

Amnesia: This spell allows the caster to cloud the memory of a victim who fails a Magic saving throw. The clouding effect covers any memories the caster wishes to suppress that occurred no more than one turn previously per level of the caster. The memory erasure is not permanent, and can be dispelled, but if the caster is clever, the victim will have no memory of being bespelled, and thus have no reason to seek a dispelling. Range: 3". Duration: until dispelled. Cost: 10 SP.

Anti-Illusion Shell: This spell creates a skin-tight shell around the caster that prevents the caster from being affected by any form of illusionary magic, from any source. While it is in effect, the caster may not cast any form of illusionary magic himself, by finger or implement. Duration: 12 turns. Cost: 8 SP.

Five-Sense Illusion: This spell creates an illusion that is real to the senses as long as maintained. If the apparent reality of the illusion would in any way harm another living being, it gets a Belief saving throw (adjusted 20% in favor of the caster) and thus has at least a small chance of realizing that the danger is Illusionary. If the illusion is merely observed in passing, the observer automatically believes it to be real. Thus, an illusionary wall would be automatically believed, but an illusionary avalanche would have to survive the Belief saving throws of anyone in its path. Duration: as maintained. Range: 24" from caster at all times. Cost: 12 SP + 2/turn.

Five-Sense Weather: As Illusionary Weather (4I), but creates full five-sense illusions of weather and its effects. Duration: as maintained. Range: 24". Cost: 9 SP + 3/turn.

Indetectibility: This spell allows the caster to render himself invisible to all forms of Detection spell except for the Detect Life (1M) spell. Duration: 3 turns. Cost: 10 SP.

Micro-Feeblemind: This spell is like Feeblemind (5I), but can be cast at a different target each phase (at full cost per casting, of course). Cost: 11 SP.

Micro-Phantasm + 20%: This spell is like Micro-Phantasm (3I), but adjusts the victim's Belief saving throw by 20% in favor of the caster. Cost: 10 SP.

Micro-Shadow Missile + 20%: This spell is like Micro-Shadow Missile (3I), but adjusts each victim's Belief

saving throw by 20% in favor of the caster. Cost: 6 SP + 5/missile.

Mirror Wall: This spell creates an Illusionary reflective wall in the shape of Wall of Fog (1I). This wall will reflect light and energy, and will seem solid to living beings, but non- living physical objects will travel through it unhindered. Range: 12". Duration: as maintained. Cost: 9 SP + 2/turn.

Prismatic Illusion Spray: This spell affects from 1-4 living targets, and causes them to believe that they are being affected by an extremely and powerful form of destructive magic that they can't possibly survive. They see a bright spray of multicolored sparks emanate from the caster's fingers. Each affected being must make a Saving Throw vs. magic (adjusted 10% in favor of the caster). Any who fail this adjusted saving throw will collapse into a catatonic state, believing they have just died. Anyone not in the area of effect will not see the spell. Duration: 1 magic phase. Range: 12". Cost: 12 SP.

Prismatic Illusion Wall: This spell creates a wall similar to Mirror wall (6I), but the mirror will shimmer and ripple with all the colors of the visible spectrum. Anyone attempting to pass through this wall and failing a Saving Throw vs. magic will be rendered catatonic state, believing an overwhelming magical force has just killed him or her. Duration: as maintained. Range: 12". Cost: 15 SP + 5/turn.

Reflect Detection by Implements: This spell prevents the recipient from being detected by magical Detection spells cast from an implement or magic item of any kind for its duration. It will have no effect on Detection spells cast directly by a spell caster of any kind. Duration: 1 day or until dispelled. Range: 3" at time of casting. Cost: 10 SP.

Reflect Illusion: This spell creates an imperceptible shield around the caster that directly reflects any Illusionary magic, from any source, directly back toward its caster (in a straight line, and passing through anyone in between, if that is possible). Duration: 3 turns. Cost: 12 SP.

Simulacrum: This spell creates an apparently solid image, otherwise similar to Projected Image (5I). If the caster is not otherwise disturbed, he may control this image well enough that it can melee other beings, and will cause real damage to any opponent who fails a Belief saving throw. Also, as with Projected Image, the caster may use the Simulacrum to cast spells. Duration: as maintained. Range: 24" from caster, and any spells cast from Simulacrum must also remain within 24" of the real caster. Cost: 10 SP + 4/turn.

Terror: This spell creates images and a fear effect. Those facing the caster and within the area of effect must save vs. Magic or be driven temporarily insane by what they perceive. ½ of those who fail their saving throw will wander aimlessly or run away (at the caster's choosing), and the others will cower in place, fighting anything or anyone that touches them, but taking no offensive action. Any victim rolling 95 or higher on the saving throw must make another saving throw vs. Pain or suffer a heart attack (fatal unless healing of (level of caster) hit points is done within 3 turns. Duration: victims get a new saving throw every period of time equal to (18 phases - 1 phase per point of Intelligence of victim). Range: spell forms an area of effect shaped as a standard Wide Cone, but with a 12" range from caster to the farthest (curved) edge. Cost: 15 SP.

Spellsingers

The Spellsinger character class is designed to represent the various bards, skalds, and other fantasy characters whose magic is based on music. The primary thing to remember is that these magic, which will be called "Bardic" magic, are not blow-em-up destructive magic, in general. Bardic magic is designed to affect the mind, the spirit, and the soul more than the body. As such, some of the spells have no equivalent in the other classes of magic, but have similarities to clerical spells, some Class III spells, and even a few Illusionist spells. The prospective Spellsinger player should remember that this character type would not always have the perfect spell for destroying a troll, but that creative use of the spell list will make a good and useful character for most expedition situations.

Spellsingers have a chance of correctly identifying musical magical items. The base chance is (Intelligence + Wisdom + Level)%. This can be adjusted by referee discretion for unusually common or unusually uncommon instruments.

In addition, Spellsingers should have an enhanced ability to use musical magic items. As a guideline for referees, a simple musical magic item should work better in the hands of a Spellsinger to the extent of a 5% improvement per level of the Spellsinger. This improvement can be in any one facet of the item (area affected, number of uses per day, etc., as determined by the referee who generates the item). It is suggested that referees occasionally generate items that will only function properly in the hands of a Spellsinger, in which case no adjustment is necessary. Also, artifact-level musical magic items need not use the 5% rule (the Dreadful Bagpipes of Doom, for instance).

General spell descriptions: Many of the spells below affect an area for a time of one turn or longer, as long as the Spellsinger continues to sing and pays any maintenance cost. For these cases, the Spellsinger may move about, allowing the spell to affect new targets and stop affecting old ones. If the spell requires a Saving Throw, then anyone finding himself in the area of effect must make one once a turn.

Detect and Measure spells for a Spellsinger function by resonance and echo perception and will not detect anything shielded by a Silence spell. They will, however, detect the existence and location of the silence as a sonic dead spot.

FIRST LEVEL SPELLSONGS

Spell Name	Spell Points	Duration	Range	Size and Shape
Activate Instrument	1	1 Dex count	0	Individual
Anxiety	*4*	*3 Turns*	*0 (6)*	*6" Radius*
Call Person	3	1 Turn	3/L	Individual
Charm Animal (Single Type)	2	Dispel	12	Individual
Charm (Animal Class)	3	Dispel	12	Individual
Charm (Specific Intelligent Species)	4	Dispel	12	Individual
Charm Person	3	Dispel	12	Individual
Create Sound	2	1 Turn	6	Audible
Dancing Spasm	1	1 Phase	3	Individual
Detect (Complex)	2	1 Dex count	1/L, 12 max	**
Detect (Simple)	1	1 Dex count	1/L, 12 max	**
Entertainment	*2 / Skill Level*	*3 Turns × Level*	*0*	*Self*
Hearing	*1*	*1 Day*	*0*	*Individual*
Lore	*3 + 2/Turn*	*Maintained*	*0*	*Self*
Muffle Sound	*2*	*6 Turns*	*3"*	*Individual*
Peaceful Walking	2	6 Turns	0	Self
Projected Individual Silence	*2*	*Dispel, broken*	*3"*	*Individual*
Silver Tongue	*3*	*3 Turns*	*0*	*Self*
Sing Magic	1	1 Dex count	0	Individual
Sleep	3	Dispel, broken	24	6 × 6 × 2 Area
Sound Amplification	*2*	*6 Turns*	*0*	*Self*
Speak Languages	*3*	*3 Turns*	*0*	*Self*
Ventriloquism	2	6 Turns	0 (6)	Self

SECOND LEVEL SPELLSONGS

Spell Name	Spell Points	Duration	Range	Size and Shape
Activate Specific Wand	*2*	*1 Dex count*	*0*	*Wand in hand*
Awaken	3	1 Dex count	24	6 × 6 × 2 Area
Battle	5	6 Turns	0 (6)	6” Radius
Call Animals	4	1 Turn	0 (12+1/L)	12+1/L Radius
Calm Animals	3	6 Turns	0 (6)	6” Radius *
Charm Animal (General)	4	Dispel, broken	12	Individual
Confidence	5	*	0 (3)	3” Radius
Dance	6+3/Turn	Maintained	0 (6)	6” Radius, front arc
Deafness	12	1-6 turns	12	Individual
Detect (Concealed)	2	1 Dex count	1/L, 12 max.	**
Echo	*2*	*???*	*0*	*Self*
Enlist Aid	4	L Turns	Audible	Audible
Hallucination	3	1 Turn	12	Individual
Hypnotic Song	5	1 Turn	12	6 × 6 × 2 Area
Marching	*2+1/10 Turns*	*Maintained*	*0 (???)*	*??? Radius*
Measure (Complex)	3	1 Dex count	1/L, 12 max.	**
Measure (Simple)	2	1 Dex count	1/L, 12 max.	**
Melodius Voice	*5*	*1-10 Turns*	*3?*	*Individual?*
Peace	6+3/Turn	Maintained	0 (6)	6” Radius, front arc
Phonographic Memory	*6*	*Permanent*	*Hearing*	*Self*
Protection From Insects	3	2-12 Turns	1	Individual
Reduce Fear	3	3 Turns	3	Individual
Silence, 3” Radius	3	6 Turns	12	1” Radius
Song of Grace	*5+1/Turn*	*Maintained*	*0*	*6” Radius*
Speak With Animals	2	6 Turns	0	Self
Turn Undead	4	1 Dex count	Audible	Audible
Unfasten	4	1 Turn max	0 (3)	3” Radius
White Noise	2+1/Turn	Maintained	12	3 × 3 × 2 Area

THIRD LEVEL SPELLSONGS

Spell Name	Spell Points	Duration	Range	Size and Shape
Analyze Sound Magic	*5*	*1 Phase*	*1*	*Individuak*
Call Monster	6	1 Turn	2/L	Individual
Calm Monster	6	1 Turn	1/L	Individual
Clairaudience	*2??? + 1/Turn*	*Maintained*	*0 (6)*	*Self*
Coagulate Blood	*3 + 2/Turn*	*Maintained*	*1*	*Individual*
Control Animals	6	Dispel	2/L	6 × 6 × 2 Area
Courage	6	3 Turns	0 (12)	12” Radius
Dance + 10%	*7 + 4/Turn*	*Maintained*	*0 (6)*	*6” Radius, front arc*
Dispel Animation	7	1 Dex count	0 (6+1/L)	6+1/L Radius
Dispel Control	*4*	*1 Dex count*	*6*	*Individual*
Dispel Sound	5	1 Dex count	*	*
Entrancement	7	*	24	6 × 6 × 2 Area
Fear	6	Recovers	0	6 × 3 Cone
Golden Tongue	*5*	***???***	*0*	*Self*
Headache	*4*	*1-6 Turns*	*12*	*Individual*
Hold Person	5	6+L Turns	12	6 × 6 × 2 Area
Lasting Peace	***???***	*Until ST is made*	*0 (6)*	*6” Radius, front arc*
Magic Mouth	3+1/Turn	Maintained	24	Individual
Measure (Concealed)	3	1 Dex count	1/l, 12 max	**
Mini-Wide Sonic Boom	*5*	*1 Dex count*	*0*	*1 ½ × 3 Cone*
Personalized Deafness	*3*	*12 Turns*	*3*	*Individual*
Projected Hearing	*4*	***???***	*1*	*Individual*
Protection, 1” Radius	4	12 Turns	0 (1)	1” Radius
Rage	6	1 Turn	0 (6)	6” Radius, front arc
Read Magic	*2*	*1 Phase*	*Adjacent*	*1 Spell*
Shout	5	1 Phase	0 (6)	6” Radius
Sickness	*5 + 2/Turn*	*Maintained*	*0 (6)*	*6” Rad., includes Singer*
Sonar	*2 + 1/Turn*	*Maintained*	*0 (24 + **Level?**)*	***180º in front???***
Sonic Boom	5	1 Dex count	0	6 × 3 Cone
True Shape	6	3 Turns	0	Self
Vertigo	5	L turns***???***	24	Individual
Voice Impersonation	*4*	*Dispelled*	*0*	*Self*
Wind	*3*	*1 Turn*	*12”*	*2” × 6” × 2” Area*

FOURTH LEVEL SPELLSONGS

Spell Name	Spell Points	Duration	Range	Size and Shape
Area White Noise	6+2/Turn	Maintained	12	6 × 6 × 3 Area
Charm Monster	6	Dispel, broken	12	12” Radius
Charm Undead	12	Dispel, broken	12	Individual
Confusion	5+1/Turn	Maintained	12	6 × 6 × 2 Area
Control Plants	5	6 Turns	12	1” Cube
Delusion	6+1/Turn	Maintained	12	Individual
Freedom	5	1 Magic phase	12	Individual
Greater Confidence	*7*	*1-6 Turns*	*0 (3)*	*3” Radius*
Greater Dance	9+5/Turn	Maintained	0 (12)	12” Radius
Greater Peace	9+5/Turn	Maintained	0 (12)	12” Radius
Immobilization	5+1/Turn	Maintained	12	Individual
Immobilize	7	Dispel	12	Individual
Insanity	*8*	*1 Turn*	*0 (6)*	*6” Radius, front arc*
Mass Animal Charm	9	Dispel, broken	12 (24)	6 × 6 × 2 Area
Megasleep	10	20-(target L) turns	24	6 × 6 × 2 Area
Percentile Sound Negation	6	1 Magic phase	24	Individual
Personal Missle Resistance	*5 + 1/Turn*	*Maintained*	*0*	*Self*
Song of Glory	*9 + 2/Turn*	*Maintained*	*0 (12)*	*12” Radius*
Speak with Plants	*9*	*6 Turns*	*3*	*Individual Plant*
Spellbinding	7	Dispel, broken	12	6 × 6 × 2 Area
Teleport Voice	*5*	*3 Turns*	*Infinite*	*Self*
Trueshape	6	1 Magic phase	12	Individual

FIFTH LEVEL SPELLSONGS

Spell Name	Spell Points	Duration	Range	Size and Shape
Amplified Clairaudience	*6 + 1/Turn*	*Maintained*	*0 (36) or Sight*	*36" Rad. or Individual*
Area Coagulate	*9 + 3/Turn*	*Maintained*	*0 (3)*	*3" Radius*
Area Dancing Spasm	10	1 Phase	12 Max**???**	6 × 6 × 2 Area
Area Muffle Sounds	*4*	*6 Turns*	*0 (2)*	*2" Radius*
Chaos	8+2/Turn	Maintained	24	1"Cube per L
Control Dragon	9	Dispel, broken	12	6 × 6 × 2 Area
Control Giant	9	Dispel, broken	12	6 × 6 × 2 Area
Control Human	9	6+L Turns	12	6 × 6 × 2 Area
Control Undead	9	Dispel	12	6 × 6 × 2 Area
Dispel Magic	*8*	*1 Dex count*	*0 (3)*	*3" Rad. or Individual*
Dreamland	8	3 Turns	12	3" Cube
Feeblemind	8	Dispel	24	Individual
Great Fear	10	Recovers	0	12 × 6 Cone
Hold Monster	7	6+L Turns	12	6 × 6 × 2 Area
Imprisonment	8+2/Turn	Maintained	12	1 × 1 per L
Macrosleep	12	Dispel	24	6 × 6 × 2 Area
Mass Suggestion	10	Dispel	12	6 × 6 × 2 Area
Missle Resistance Wall	*8 + 3/Turn*	*Maintained*	*12*	*6" Wall*
Projected Clairaudience	*7 + 1/Turn*	*Maintained*	*24*	*Range of hearing*
Projected Voice	*6 + 1/Turn*	*Maintained*	*24*	*Point*
Rain Dance	*10 + 5/Turn*	*Maintained*	*???*	*???*
Remove Curse	*9*	*1 Dex count*	*0*	*3" Radius*
Repel Undead	*7 + 2/Turn*	*Maintained*	*0*	*1" Radius*
Rock-To-Mud	*6*	*Dispel*	*12**???***	*1" Cube*
Shatter Object	7	1 Dex count	6	Individual
Sonic Boom, 12"	*12*	*1 Dex count*	*12*	*12 × 6 Cone*
Speak with Dead	*7*	*Level dependant*	*Adjacent*	*Individual*
Summon Sound	*7 + 1/Turn*	*Maintained*	*Infinite*	*Self*
Telekinesis	*7 + 1/Turn*	*Maintained*	*12*	*1 Object*
Wall of Silence	*7 + 2/Turn*	*Maintained*	*12*	*6" Wall*
Weakness	8	Dispel	12	Individual

SIXTH LEVEL SPELLSONGS

Spell Name	Spell Points	Duration	Range	Size and Shape
Amnesia	10	Dispel	12	Individual
Anti-Sound Field	*9 + 3/Turn*	*Maintained*	*0 (6)*	*6" Rad., front arc*
Anti-Sound Shell	9	L Turns or dropped	0	Self
Area Shatter Object	12	1 Magic phase	0 (6)	6" Radius
Area True Shape	12	1 Magic phase	18 max	6 × 6 × 2 Area
Control Daemon	12	Dispel	24	Individual
Control Monster	11	Dispel	12	6 × 6 × 2 Area
Control Monstrous Plant	9	Dispel	12	6 × 6 × 2 Area
Mega-Sonic Boom	*20*	*1 Dex count*	*0 (12)*	*12 × 12 Cone*
Micro-Scream	*8*	*1 Dex count*	*12*	*Individual*
Negate Sound	10	1 Magic phase *	24	Individual
Repel Evil	***???***	*Maintained*	*0 (1)*	*1" Radius*
Stone to Flesh	*8*	*Reversed*	*3*	*Individual*
Summon Object	*20*	*1 Dex count*	*Infinite*	*1 Object*
Taunting	*12*	*Dispelled*	*6*	*Individual*
Ultrasleep	15	Dispel	24	6 × 6 × 1 Area

SEVENTH LEVEL SPELLSONGS

Spell Name	Spell Points	Duration	Range	Size and Shape
Activate Magic	*12*	*1 Dex count*	*12*	*1 Item*
Channeling	*12 + 1/Pip*	*Maintained*	*Touch*	*Individual*
Force Field of Song	*8 + 2/Turn*	*Maintained*	*0*	*Self*
*Greater Shatter Wall**???***	*18*	*Permanent*	*3*	*4" Rad. × 4" hole*
Hear Past	*10*	*Level minutes*	*Level hours*	*24" Radius*
Mind Static	*12*	*1 Day or Dispelled*	*6*	*Individual*
Power Word	*12*	*See Description*	*0 (6)*	*6 × 3 Cone*
Pressor Cone	*12*	*1 Phase**???***	*12*	*12 × 6 Cone*
Shatter Wall	*9*	*Permanent*	*3*	*1" Rad. × 1" hole*
Speak with Inanimate	*20*	*6 Turns*	*3*	*1 Object*
Stereo Spells	*20*	*Varies*	*0*	*Caster*

First Level Spellsongs

Activate Instrument: This song enables the caster to activate any magical musical instrument needing specific activation by a Spellsinger. Similar to the Activate Wand magical spell (1M). Range: contact. Cost: 1 SP

Anxiety: *Those hearing the song that are not of your alignment, and blow their Saving Throw, lose 1 attack and defense level and subtract 2 from morale. Duration: 3 Turns. Range: 6" radius. Cost: 4 SP*

Call Person: This song, when directed at any person known to or visible to the Spellsinger, will attract the attention of the target to the direction and location of the singer. It does not force the target to take any specific action, and does not require a saving throw. Range: 3" per level of the Spellsinger. Cost: 3 SP.

Charm (Animal Class): As the magical spell (1M) except that the species must be able to perceive sound in some manner. This is the format for an unlimited number of spells, each designed to affect one class of animal. Examples of common classes include mammals, reptiles, birds, fish, crustaceans, and insects. For purposes of this and other spells containing the word "animal", an animal is a normal, non-intelligent creature that is not monstrous, fantastical, or enchanted. Thus, neither griffins nor giant capybaras are animals. Range: 12". Cost: 3 SP.

Charm Animal (single type): As the magical spell (1M) except that the species must be able to perceive sound in some manner. This is the format for an unlimited number of spells, each designed to affect only one specific normal animal species. Note that this type of spell would not work on magical or enchanted beings, or on intelligent beings of any kind, but only on normal animals. Thus, while Charm Horse would work on horses of any variety, it would not work on either a camel or a hippogriff. Range: 12". Duration: Until dispelled or removed by the caster of the spell or the caster loses control by going unconscious, dying, or moving outside range. Cost: 2 SP.

Charm Person: As the magical spell (1M) except that the species must be able to perceive sound in some manner. This spell applies to all two-legged, generally mammalian figures near to or less than man-size, excluding all 'Undead' monsters but including such things as orcs and goblins. If the spell is successful it will cause the charmed entity to obey any spoken and understood command of the charmer until such time as the charm is dispelled. See the general Charm rules for other restrictions and effects. Range: 12". Duration: Until dispelled or removed by the caster of the spell or the caster loses control by going unconscious, dying, or moving outside range. Cost: 4 SP.

Charm (Specific Intelligent Species): As the magical spell (1M) except that the species must be able to perceive sound in some manner. This is the format for an unlimited number of spells, each designed to work on specific intelligent or semi-intelligent species. The primary limitation of this type of spell is that it could be cast only upon a species similar to that of the caster, and therefore would only be researched as such. Thus, a human being could research a spell of this type for an intelligent humanoid species, given an example to experiment upon, but might have trouble researching such a Charm spell for an intelligent starfish. Range: 12". Cost: 4 SP.

Create Sound: This song creates sounds of moderate intensity at any point within 6" of the caster. Sounds so created are not harmful and may not be of a complex nature (such as speech). This spellsong is created by voice only, and requires no instruments or motions other than the ability to sing. Duration: 1 turn. Cost: 2 SP.

Dancing Spasm: Similar to the spell Muscle Spasm (1M), this spell causes the victim to dance and twitch to the Spellsinger's music for a single phase. If the victim fails to make a saving throw vs. Magic, any spells or archery aimed by the victim are automatic misses with triple scattering, and any melee blows taken are automatically treated as "wild blow" fumbles. Range: 3". Cost: 3 SP.

Detect (Complex): As the magical spell (1M). Example: Doors. Range: 1" per level of the caster to a maximum of 12". Duration: instantaneous. Cost: 2 SP.

Detect (Simple): As the magical spell (1M). Examples: Bronze, Copper, Sloping Passages, and Wall. Range: 1" per level of the caster to a maximum of 12". Duration: instantaneous. Cost: 1 SP.

Entertainment: *Similar to Thief skill. The Spell Singer adds his (Charisma × 2; × 3; or × 4) to the chances of being successful. For every three levels of experience the Spell Singer may choose one form of entertainment or raise a known "skill" to a more impressive level. Any "skill" has 3 levels: Amateur, professional, expert. Duration: one performance set of up to 3 Turns × Level of caster. Cost: 2 SP per skill level.*

Hearing: *Cast on an individual it corrects the Special Characteristic of "-1 hearing" and gives normal people hearing +1, similar to elves. Duration: 1 day. Cost: 1 SP.*

Lore*: This song echoes off the item or location and the Spell Singer "hears" the story of it's past. It allows the caster to pick up only basic lore of an item or location in the first turn but with the option of adding additional details by maintaining the spell succeeding turns. Specific areas of knowledge may be enhanced by a study of relevant Lore by the Spellsinger. Duration: 1 Turn plus as long as the spell is maintained. Cost: 3 + 2/T.*

Muffle Sound: *This spell adds 20% to the Saving Throw vs. sound effects on a single recipient. If the recipient is already under the effect of some sound the recipient gets a normal Saving Throw vs. that sound immediately and breaks free of the effect if successful. Range: 3". Duration: 6 Turns. Cost: 2 SP.*

Peaceful Walking: As the clerical spell Walk Peacefully (0C). This spell permits the caster to be in the presence of any non-intelligent creature not intrinsically hostile to the caster without frightening or disturbing the creature. Duration: 6 turns. Cost: 2 SP.

Projected Individual Silence: As the Magical (1M) spell. Allows the recipient to move silently until the spell is broken or dispelled. Range: 3". Cost: 2 SP.

Silver Tongue: *Acts like Fast Talking (Thief skill) but using magical enhancements. Allows the Spell Singer to talk his way out of tight spots. The Spell Singer adds his (Wisdom + Charisma) to the chances of being successful. Duration: 3 Turns. Cost: 3 SP.*

Sing Magic: This is the counterpart to Read Magic (1M). It enables the Spellsinger to read unfamiliar music at a glance and sing unknown spellsongs from scrolls. Cost: 1 SP plus any cost for Spellsongs sung from the scroll.

Sleep: As the magical spell (1M). A Sleep spell affects 2-16 one hit die beings, 2-12 two hit die beings, 1-8 three hit die beings, or 1-6 four hit die beings, in an area of 6" by 6". Of the beings affected any failing to make their Saving Throws immediately fall asleep. This sleep lasts until the spell is dispelled, until the Spellsinger dies, or until the Spellsinger is more than 24" from the sleepers (checked individually). If the target area contains more than the number of beings rolled, determine randomly which are affected. This spell is ineffective against those who do not naturally sleep. Range: 24". Cost: 3 SP.

Sound Amplification: *Causes the user to hear sounds better by a factor of 10. This will enable the user to better hear sounds through doors, walls, or when the sounds are very quiet (such as a thief moving silently). Duration: 6 Turns. Cost: 2 SP.*

Speak Languages*: Via this spell, the user can speak and understand any language or dialect that can be normally spoken. Duration: 3 Turns. Cost: 3 SP.*

Ventriloquism: This is similar to the magical spell (1M), the major difference being that the Spellsinger may throw his own singing voice as well as spoken words. One turn or more after casting the Ventriloquism, spellsongs of 1st and 2nd level may be cast in this manner, disguising the actual source. Any spellsongs cast in this manner are measured for range from the actual position of the caster, not the apparent voice source. Also, any being affected by a spellsong cast in this manner gets an immediate Belief Saving Throw to determine the true source of the spellsong unless the singer is hidden or camouflaged in some way. Duration: 6 turns. Range: 6" from singer. Cost: 2 SP.

Second Level Spellsongs

Activate Specific Wand: *As the (1M) spell except the song only works on one specific type of wand. Cost: 2 SP.*

Awaken: Similar to the magical spell (2M). A song to awaken from sleep all beings within an area of 6" by 6". This song will cancel the effects of all types of spells of sleeping, as well as drugged sleeps. Affected creatures do not roll Saving Throws. Cost: 3 SP. Range: 24".

Battle: Similar to the clerical Blessing spell (2C), this song encourages listeners to battle, adding 1 attack level and a 16% morale bonus to hirelings, followers and NPCs. Does not stack with the clerical spell. Cost: 5 SP. Range: 6" radius at time of song. Recipients may then separate from Spellsinger by any distance without breaking effect. Duration: 6 turns.

Call Animals: Can be used to attract the attention of any single animal within range, or to attract the attention of all animals within range. The animals are not controlled or compelled in any way, but unless there is some more compelling motive, it or they will approach the Spellsinger as a result of this Song. Cost: 4 SP. Range: 12" + 1" per level of Spellsinger, up to 24".

Calm Animals: Same as the clerical spell (1C). A spell that calms one normal animal per level of the caster, negating non-magical fear of surroundings or events. Duration: 6 turns. Range 6" radius from caster. Cost: 3 SP.

Charm Animal (General): This is a more general version of the spellsong (1S). This version will affect any single normal animal of any type. It will not affect things defined as "monsters" or "beings". A monster is defined as any non-human living being of an animal (not plant) nature, other than common animals, and is of less than human intelligence. A being is all creatures of human-level intelligence, excluding all 'Undead' monsters but including such things as orcs and goblins. Duration: Until dispelled or removed by the caster of the spell or the caster loses control by going unconscious, dying, or moving outside range. Cost: 4 SP. Range: 12".

Confidence: Affects all within a 3" radius of caster. Adds 10% to any characteristic-based saving throws for 1 turn for each phase the song is sung, up to 6 turns for a full 1-turn song. Cost: 5 SP. Duration: 6 turns.

Dance: All within 6" of the Spellsinger in a 180° arc to his front must save vs. magic. Those failing will begin dancing. Those affected may voluntarily move 1" in any direction the next Phase. If this takes them out of the spell area they are free of the spell and free to move normally the next phase. If they remain in the spell area they may do whatever else they choose, but their feet must continue to

dance within 1" of their initial position as long as the song is maintained. (The 1" limit does not prevent the victim from moving further via a flying spell, of being picked up and carried away, but he might look a little silly in these cases). If the Spellsinger moves, so does the area of effect. For those subject to the spell, Attack & Defense levels are reduced by 4 and any archery or spells are done at -20% accuracy. The magic accuracy role for the Spellsinger is as much for timing of spell (so maximum no. are well in the spell area) as it is for the direction of the spell. If the song is stopped, or if the victim is no longer in the area of effect at the start of a magic phase, the victim is freed. Cost: 6 SP + 3/turn maintenance.

Deafness: Works like the Illusionist spell Blindness (3I). Will not affect a target protected by a silence or similar effect directly in line with the Spellsinger. Cost: 3 SP. Range: 12".

Detect (Concealed): As the magical spell (2M). Examples: Unseen - a spell to detect anything which is either invisible, camouflaged, or otherwise visually concealed. Shifting Walls - allows the user to detect the presence of all walls within range that are able to shift, rise, or slide because of hinges, sliding panels, hollows, and so on. Secret Doors or Traps - detects the named thing. Range: 1" per level of the caster to a maximum of 12". Duration: instantaneous. Cost: 2 SP.

***Echo**: Allows movement in darkness (as Echo Walk for Thieves); by using minimal sound feedback. **Echo walk** allows a thief to walk in total darkness or blindfolded at a speed of 3" per phase, with the listed percentage chance of success. Unless specific traps have been set, the thief will be able to move with whatever level of silence his other abilities allow. The thief, using this ability, is maneuvering by hearing, touch, sense of smell, etc. This ability may not be used to travel through a melee in progress. **How do we figure the percentages for a Spell Singer???** Cost: 2 SP.*

Enlist Aid: Same as the clerical spell (1C). This spell adds 2-12 points to the effective Charisma of the caster for the specific purpose of swaying listeners of the caster's alignment to give the caster direct aid. Duration: one turn per level of the caster. Cost: 4 SP.

Hallucination: Same as the Illusionist spell (2I). A spell that causes the target to have vivid visual hallucinations whose content is controlled by the caster. Duration: 1 turn. Range: 12". Cost 3 SP.

Hypnotic Song: This song entrances those who fail their saving throw vs. magic, as follows: the number affected is level-dependent, calculated as Super Sleep (2M). The spell will affect any number of creatures grouped within a 6" by 6" area, within the following limits: If the caster is level M, the spell contains 25 × M sleep points. A creature that has L hit dice requires L × L (L squared) sleep points to be affected. Creatures over 20 hit dice can not be affected. If the creatures in the spell area collectively require more sleep points than the spell contains, then only a portion of them determined randomly (or none at all) will be affected. Those affected roll Saving Throws, those failing falling asleep. Then, the number of turns they stay asleep is determined by dividing the total sleep points by the number of points required by the sleeping creatures alone. Those affected stand entranced in place unless the Spellsinger moves; if the Spellsinger moves and continues to sing, the entranced victims will follow, maintaining the distance at the time of the casting, for up to 1 turn. Maximum range: 24". Cost: 5 SP.

***Marching:** Adds 1 speed class to all listening (for movement only, does not add to blows or dex.). Duration: As longs as maintained. Does not stack with Speed or Haste **(Why not??? It works via a different mechanism than Speed or Haste.)**. Cost: 2 + 1/10 Turns.*

Measure (Complex): As the magical spell (2M). This is a format of spell like Detect (Complex) (1M), but giving a response more detailed than just a yes/no answer. Examples: Gems - allows the user to detect the presence, number, and sizes (but not the quality) of gems within range; Volume - allows the user to measure a volume to within 5%. Range: 1" per level of the caster to a maximum of 12"*???*. Duration: instantaneous. Duration: instantaneous. Cost: 3 SP.

Measure (Simple): As the magical spell (2M). This is a format of spell like Detect (Simple) (1M), but giving a response more detailed than just a yes/no answer. Examples: Altitude - allows the user to determine his altitude above or below ground to within 5%. Distance - allows the user to measure the distance of any point he can see to within 5%. Metals - allows the caster to detect and identity the type of any metal within range. Orientation - allows the caster to detect his orientation (North, East, etc.) as though with an infallible compass. Range: 1" per level of the caster to a maximum of 12"*???*. Duration: instantaneous. Cost: 2 SP.

***Melodious Voice:** Increases Charisma of the target by 2-12 points. As Mini-Strength (2M) except it can be projected. Range: 3". **Should be for caster only. How can his voice make others more Chatismatic???** Duration: 1-10 Turns. Cost: 5 SP.*

Peace: Those in front (180º arc) of the Spellsinger and within 6" must save vs. magic or be unable to initiate any form of conflict. Those affected will move slowly (1"/Phase) in direction they were headed when peace descended. They have no motivation to move out of effected area but may do so because of above momentum. Of course the Spellsinger can move to try to keep them in the area of effect. Defense and direct retaliation are not impaired. If attacked will first seek own safety if it is possible to avoid any more damage, before retaliating. Effects end with end of song. Cost: 6 SP + 3/Turn maintenance.

***Phonographic Memory:** This spell allows the Spellsinger to memorize exactly the area around him. As Photographic Memory (1M) but using the audio qualities of an area. This spell allows a Spellsinger to memorize exactly the sounds of the area around him. Range: Limited to what can be heard by the Spellsinger. Duration: Instantaneous. Cost: 6 SP.*

Protection from Insects: As the Magical spell (2M). This spell protects the recipient from being attacked or stung by normal insects for 2-12 turns (rolled). Range: recipient must be no more than 1" from caster at the time of casting. Cost: 3 SP.

Reduce Fear: As the Clerical spell (1C). This spell adds 20% to the saving throw vs. Fear of a single recipient for three turns. If the recipient is already in a state of induced Fear, the recipient gets a normal Fear saving throw immediately, and breaks free of the effect if successful. Range: 3". Cost: 3 SP.

Silence, 3" Radius: As the Illusionist spell (2I). This spell forms a 3" circle of total silence around the target. No sound can be heard inside the circle and no sound can escape from it. Range: 12". Duration: 6 turns. Cost: 3 SP.

Song of Grace: *+1 vs Evil (attack, defense, & +5% Saving Throw) to all of same alignment in 6" radius. Does not stack with Protection/Evil. As long as maintained. Cost: 5 + 1/Turn.*

Speak With Animals: As the magical spell (2M). This spell allows the Spellsinger to speak with any form of normal (not monster) animal life, and to understand anything that is said in reply. If the Mage or companions have not already attacked the animal, there is a 10% chance per level of the Mage that the animal(s) in question will not attack. The is a further 5% chance per level of the Mage that any basically friendly animals spoken to in this manner will assist the Mage within their physical and mental limits (i.e., a rabbit cannot be sent to count a hidden group of enemy, or to assault a guard post). This spell will not cause animals to cooperate with the speaker unless it is in the direct best interests of the animal to do so, within the limits of its own understanding and intelligence. Duration: 6 turns. Cost: 2 SP.

Turn Undead: As the Clerical spell (0C), but will not destroy or de-animate Undead. This spell is used to turn Undead, per the *Clerics vs. Undead* table on page 1 in the Cleric section. The number turned is dependent upon the level of the Spellsinger less the level of the Undead, and the type of Undead. It can be used only once by any one Spellsinger against any one group of Undead. Range: 18". Cost: 4 SP.

Unfasten: Similar to Knock (2M), but with the added effect that knots or other forms of fastening can be affected, if aimed selectively by the Spellsinger. Rather than a sharp, sudden effect, like Knock, this can be used more subtly, in cases that require sequential unfastening or other delicacy. If the Spellsinger is in a particularly odd mood, the song can have a radius effect instead. Anything that is unfastened will stay that way unless something is trying to refasten it, such as a hold portal spell, or a latching spring. Cost: 4 SP. Range: 3". Duration: 1 turn or until Spellsinger stops singing, whichever comes first.

White Noise: This song is similar to the spell (2I), making victims in the target area unable to converse, communicate verbally, or perceive audible input coherently. Affects a 3" by 3" area, 2" in height. Those making saving throw vs. magic will still not be able to hear well or perceive details, but will be able to make out shouts and simple sounds. Cost: 2 SP + 1/turn maintenance. Range: 12".

Third Level Spellsongs

Analyze Sound Magic: *Gives basic information on magical musical instruments and the control words for magic carpets, brooms or similar items. Potentially can give more information than Magic Analysis (3M). Range: adjacent to item being examined. Range: 1". Duration: 1 Phase. Cost: 5 SP*

Call Monster: This spellsong works as Call Person or Call Animals, but will affect one creature of the "monster" type. The individual name of the creature can be used to focus the call, or the common name of the type of creature, or the name of the creature in a language of its own understanding (for semi-intelligent creatures). If the generic name of the species is used in the song, you may get the wrong creature, but at least it will be the right kind. Cost: 6 SP. Range: 2" per level of Spellsinger, to 24" maximum.

Calm Monster: This spellsong will cause a single monster that is still deciding whether or not to eat the Spellsinger and companions (or simply rend and tear for fun) to relax and allow the Spellsinger to go on, unmolested. A successful saving throw on the part of the monster means that it enjoyed the music, but not enough to change the course of action. It does not mean that the monster automatically attacks, it just means the song didn't make any difference in the decision. Cost: 6 SP. Range: 1" per level of the Spellsinger.

Clairaudience: *This spell allows the caster to place his point of hearing at a distance and hence hear things when he could not do so by normal means. It can penetrate solid rock up to about 3" in thickness, but a thin coating of lead will prevent its penetration. This spell may be used to listen in on the voices of creatures seen through a crystal ball although the spell itself is not transmitted through the crystal ball. Range: 24". Duration: Maintained. Cost: 2??? + 1/Turn.*

Coagulate Blood: *Thrown on an individual it will hopefully reduce normal bleeding rate by reducing the number of rolled dice by three. This spell can not reduce the original bleeding dice by more than ½. Range: 1". Duration: Maintained. Cost: 3 + 2/T.*

Control Animals: This spell allows the caster to control up to 3-18 1st level animals, up to 2-12 2nd level animals, and up to 1-6 3rd level animals. Duration: Until dispeled, or until removed by the caster of the spell, or the caster loses control by going unconscious, dying, or moving outside of range. Cost: 6 SP. Range: 2" per level of the caster, 24" maximum.

Courage: This spell adds 20% to the saving throw vs. Fear of a single recipient for three turns, as Reduce Fear (1C), but with an area effect, a 6" radius surrounding the caster, affecting all of the same ethical standing as the Spellsinger (good vs. evil). If the recipient is already in a state of induced Fear, the recipient gets a normal Fear

saving throw immediately, and breaks free of the effect if successful. This spell may be directed at an individual to break an induced Fear effect, in which case the recipient adds 5 × the level of the Spellsinger to his immediate Fear saving throw (one time only). Range: 3" if directed, else 6" radius around caster. Note: this spell will benefit larger numbers of fearful beings by improving their saving throws for recovery checks. The effects do not stack with the clerical spell Benison of Courage (3C). Cost: 6 SP. Range: 12" radius.

Dance + 10%: *Aa with Dance (2S), all within 6" of the Spellsinger in a 180º arc to his front must save vs. magic. Those failing will begin dancing. Those affected may voluntarily move 1" in any direction the next Phase. If this takes them out of the spell area they are free of the spell and free to move normally the next phase. If they remain in the spell area they may do whatever else they choose, but their feet must continue to dance within 1" of their initial position as long as the song is maintained. (The 1" limit does not prevent the victim from moving further via a flying spell, of being picked up and carried away, but he might look a little silly in these cases). If the Spellsinger moves, so does the area of effect. For those subject to the spell, Attack & Defense levels are reduced by 4 and any archery or spells are done at -20% accuracy. The magic accuracy role for the Spellsinger is as much for timing of spell (so maximum no. are well in the spell area) as it is for the direction of the spell. If the song is stopped, or if the victim is no longer in the area of effect at the start of a magic phase, the victim is freed. The Saving Throw of any target is adjusted by 10% in favor of the caster. Range: 6" arc, in front of caster. Duration: Maintained. Cost: 7 + 4/T.*

Dispel Animation: This spell specifically de-animates animated Undead in a 6" × 6" × 4" square??? with one side centered on the caster. The number of Undead affected is limited to (level of the caster × 50) divided by (level of the Undead squared). Note that this spell is sometimes less effective than a normal Turn Undead spell (0C) when used against very high level animated Undead. Cost: 7 SP. Range: 6" + 1" per level of the Spellsinger, up to 24" maximum.

Dispel Control: *Under normal conditions, this spell will be effective in dispelling holds and charms (from magical or natural sources) on a specific recipient. This is modified by the following formula: the success of a Dispel Magic spell is a ratio of the level of the dispeller over the level of the original spell caster. See Dispel Magic (3M). Range: 6" Duration: 1 Dexterity count.. Cost: 4 SP.* ***Shouldn't this be like Freedom (3C) or Disell Control (5C)???***

Dispel sound: Works like Dispel Magic (3M), but affects all forms of magical sound, created by Magical, Illusionary or Spellsinger means. Under normal conditions, this spell will be effective in dispelling enchantments of a temporary nature (i.e., any spell with a time limit, maintenance cost, or that lasts until dispelled). This is modified by the following formula. The success of a Dispel Magic spell is a ratio of the level of the dispeller over the level of the original spell caster. Thus, if a 5th level Spellsinger attempts to dispel the spell of a 10th level Spellsinger, there is a 50% chance of success. Duration: instantaneous. Can be aimed at a specific target or cast generally around the caster in a 6" radius sphere. Cost: 5 SP.

Entrancement: Affects a 6" by 6" area, and all in it up to a limit as Maxi-Sleep (3M). Those making a saving throw vs. magic are not affected. Those affected simply stand in place, hearing ethereal music for the duration of the effect. Cost: 7 SP. Range: 24".

Fear: Affects a standard 6" cone directly in front of the Spellsinger, affecting all beings that can hear. All in the affected area must save vs. magic or run directly away from the Spellsinger by the route that is safest on the first phase of running. Cost: 6 SP. Range: cone starts at Spellsinger. Those failing saving throw get to try again each turn until they save.

Golden Tongue: *Acts like Fast Talking (thief skill) but using magical enhancements. Allows the Spell Singer to not only talk his way out of tight spots but also convince others of the truth of his statements. The Spell Singer adds 2 × (Wisdom + Charisma) to his chances of being successful. Duration: ??? Range: Sound of voice??? Cost: 5 SP.*

Headache: *Gives an individual target a severe headache so he is limited in performing any tasks that involve intelligence or seeing clearly at a distance greater than 3" - such as spell casting, archery, and running at top speed. Target gets Pain Saving Throw + 10% (in favor of caster). Magic-Users who blow to this spell can not throw their highest level spells. Targets lose both their dexterity and level adjustments.* ***What is a "dexterity adjustment" and what is a "level adjustment"? How about ½ of their archery adjustment, dexterity, and attack/defense levels?*** *Cure Disease will get rid of it. Range: 12". Duration: 1-6 Turns. Cost: 4 SP.*

Hold Person: A spell similar to Charm Person (1S), but which is of more limited duration and greater effect. It affects either from 1-4 persons (rolled on a 4-sided die) normally, or can be concentrated on 1 target, in which case the target suffers a 10% penalty to the Saving Throw roll. This spell has the further effect of making the caster's commands understood by the person taken over, even if the wrong language is used. Duration: 6 + level of caster (in turns). Range 12". Cost: 5 SP.

Lasting Peace: *As Peace (2S) but once a person who was under the spell of Peace is out of the spell area they continues to be peaceful until a Saving Throw is made (rolled once per Turn). Those in front (180º arc) of the Spellsinger and within 6" must save vs. magic or be unable to initiate any form of conflict. Those affected will move slowly (1"/Phase) in direction they were headed when peace descended. They have no motivation to move out of effected area but may do so because of above momentum. Of course the Spellsinger can move to try to keep them in the area of effect. Defense and direct retaliation are not impaired. If attacked will first seek own safety if it is possible to avoid any more damage, before retaliating.*

Effects end with end of song. Not a maintained spell. Cost: ???

Magic Mouth: Works as the magical spell (3M), but can transmit messages in rhyme and song as well as simply spoken. This spell allows a Spellsinger to enchant an inanimate object so that it will speak a short phrase to whomever he has specified (anyone, a particular person or class of persons, whoever touches the item, etc.). Once the message has been delivered, the spell expires unless the Spellsinger is within 24" of the object and expends the spell points required to maintain the spell. This method is used to transmit a longer message or to cause the message to be given more than once. Cost: 3 SP +1/turn for maintenance. Range: 24" maximum.

Measure (Concealed): As the magical spell (3M). Example: Shifting Walls & Rooms - the singer can not only detect all walls and rooms that can shift, rise, sink, expand, or otherwise change in size or position, but also the directions in which they can move. Range: 1" per level of the caster to a maximum of 12". Duration: instantaneous. Cost: 3 SP.

Mini-Wide Sonic Boom: *A slight misnomer, since the affected area is a 1 ½ × 3" cone directly in front of the Spellsinger, as Mini-Wide Cold Cone (3M). All in that area takes impact damage, 1 die/level of the Spellsinger, or ½ die per level if a saving throw vs. magic is made. Unlike magical cone spells, this Spellsong does bounce off solid objects, air walls and various sound-reflective spells. Thus, it is a very bad idea to use it in a small room where it might get someone in your party. Cost: 5 SP.*

Personalized Deafness: *Recipient will not hear any sounds from caster. This spell can be used to allow a member of one's party to enter an area affected by another sound spell from the caster. Range: 3". Duration: 12 Turns. Cost: 3 SP.*

Projected Hearing *Thrown on a person within 1" who can then move away and what the subject hears the Spellsinger can also hear. Range: 24". Duration: Caster's Level in Turns. Cost: 4 SP.*

Protection, 1" Radius: Works as the magical spell (3M). A Protection spell (1M) which extends to include a circle around the Spellsinger, and which lasts for 12 turns, affecting all beings beneficially as long as they remain within 1" of the caster. (Note: beings that are particularly resistant to magic will have to roll their Saving Throws to see if they are affected beneficially. This is one of the few instances when a Spellsinger might want an enemy to successfully save against a spell.) Cost: 4 SP.

Rage: The reverse of Peace (2S), this spellsong enrages all within 6" and in front of the Spellsinger, if they fail their saving throw vs. magic. All enraged will attack whoever is nearest and easiest. This means direct, straightforward berserkerism. Of course, this may include the Spellsinger, but that's his problem. The effect will last for 1 turn. Cost: 6 SP.

Read Magic: *The means by which incantations on a scroll or other item are read. Without such a spell magic text is unintelligible to even a Spellsinger. Note that this spell may be used to read a spell from a scroll during the same magic phase that the scroll spell is cast. Range: adjacent to the object to be read. Duration: one reading. Cost: 2 SP.*

Shout: Those within 6" of the caster in all directions must save vs. magic or be affected as follows: any spells in progress(by Dex count) are interrupted; anyone handling or moving physical objects (weapons, implements, archery equipment, etc.)must make a Physical saving throw or drop them; anyone involved in sensitive physical actions (tightrope walking, lock picking) is automatically disrupted from broken concentration. Cost: 5 SP. Duration of effect: 1 phase, but any side effects of the interruption may take longer to correct.

Sickness: *Causes all beings within a 6" radius of the Spellsinger to make a Pain +10% Saving Throw (adjusted in favor of the caster). If they fail they experience severe intestinal cramps. The net result is that movement is ¼ normal and attack, defense, dexterity, and agility are halved. It takes 1-6 Phases to recover after music stops. The Spellsinger is included but calculated at + 4 Constitution. If the Spellsinger fails he must make a non-adjusted Pain Saving Throw or be forced to stop the spell. Cost: 5 + 2/T.*

Sonar: *Like See Invisible (2M) but using sonar with its benefits & limitations. Similar to Detect (Concealed) Invisible (2M) except the being or object becomes visible to the Spellsinger, but cannot be sensed if hidden by position. Range: 24" + Level. Duration: as long as maintained. Cost: 2 + 1/Turn SP.*

Sonic Boom: A slight misnomer, since the affected area is a 6" cone directly in front of the Spellsinger, as Cold Cone (3M). All in that area takes impact damage, 1 die/level of the Spellsinger, or ½ die per level if a saving throw vs. magic is made. Unlike magical cone spells, this Spellsong does bounce off solid objects, air walls and various sound-reflective spells. Thus, it is a very bad idea to use it in a small room. Cost: 5 SP.

True Sight: Works like the clerical spell (3C). Based on the bouncing of sound off his surroundings, this spell will not benefit the Spellsinger in an area of silences, but will point out the location of the silenced areas. Cost: 6 SP.

Vertigo: Works like the magical spell (4M). Only affects creatures that can hear at the time they are affected. This spell causes a strong feeling of vertigo (dizziness) in the target. It affects the target's equilibrium to the point that he cannot ride anything, and cannot aim a weapon or spell accurately. (He finds it difficult to defend himself as well.) No aimed spells may be thrown, and subtract 10 attack and defense levels from the target. Range: 24". Cost: 5 SP. Duration: 1 turn per level of the Spellsinger.***???***

Voice Impersonation: *Allows you to duplicate any one voice you hear. Cost: 4 SP. Duration: Until dispelled.*

Wind: *This spell produces a wind of sufficient intensity to blow out torches. The caster of the spell controls wind direction. Duration: 1 turn. Range: 12". Cost: 3 SP.*

Fourth Level Spellsongs

Area White Noise: As White Noise (2S), but the effect covers a 6" × 6" area, 3" in height. This song is similar to the spell (2I), making victims in the target area unable to converse, communicate verbally, or perceive audible input coherently. Those making saving throw vs. magic will still not be able to hear well or perceive details, but will be able to make out shouts and simple sounds. Duration: as maintained. Range: 12". Cost: 6 SP + 2/Turn.

Charm Monster: Similar to the magical spell (4M). If it is used to charm normal animals of less than 4HD, it can affect a number of animals equal to the caster's level divided by the level of the animals, in six-sided dice. Thus, a 9th level Spellsinger, singing at 3 HD animals, could control (9/3 = 3, thus 3 six-sided dice) 3-18 animals, each of which would get a separate saving throw vs. magic. Duration: Until dispelled or removed by the caster of the spell or the caster loses control by going unconscious, dying, or moving outside range. Range: 12". Cost: 6 SP.

Charm Undead: This spell can entrance a single Undead as if it were a living being affected by Charm Person (1M). If the spell is successful it will cause the charmed entity to obey any spoken and understood command of the charmer until such time as the charm is dispelled. See the general Charm rules for other restrictions and effects. Duration: Until dispelled or removed by the caster of the spell or the caster loses control by going unconscious, dying, or moving outside range. Range: 12". Cost: 7 SP.

Confusion: Similar to the Illusionist spell (4I). This spell creates a 6" × 6" area, 2" in height, in which creatures subject to an Illusionary confusing of the senses, mixing friend and foe. The caster may affect 2-12 plus 1 per level of the caster. Each victim gets a saving throw vs. Magic. Any who fail must check their actions as follows: 1/3 chance of being able to attack their true opponents, 1/3 chance of attacking friends by mistake, and 1/3 chance of being too confused to take any action at all. Each being or creature that enters the area, up to the maximum the caster can affect, must also save, as long as the spell is maintained. If the spell is maintained for more than 1 turn, each creature or being in the area rolls a new saving throw, and affected ones check again to see what they are doing. Range: 12" from caster to farthest edge of area. Cost: 5 SP +1/Turn.

Control plants: This spell enables the singer to control from 1-6 large plants (up to trees) or all of the small plants in a 1" × 1" area. These plants can make minor motions at the command of the singer, but cannot do such things as uproot themselves and move around, or stretch limbs beyond their normal reach, or grow at unusual speed. (In other words, a tree could be commanded to drop its fruit, but not to grow a new crop instantly.) Duration: 6 turns. Range: 12". Cost: 5 SP.

Delusion: Similar to the Illusionist spell (4I). This spell causes the victim to save vs. Magic or suffer from delusions, based on his own desires and any suggestions made by the caster, about his immediate surroundings, abilities and possessions. For example, the victim might be convinced that he could fly, or that an ordinary shield provided total immunity from the breath of a dragon. These delusionary beliefs can place the victim in danger, or be designed as harmless pranks, at the will of the caster. Duration: as maintained. Range: 12" from caster. Cost: 6 SP + 1/turn.

Freedom: Dispels charm and control spells and effects as follows: Dispels all sound or music-based charms. Dispels any magical or clerical charm, control, entrancement or hypnotic spells of levels 1 or 2 from any source of no higher level than the caster, with a reduced chance of 10% per level that the original source was above the Singer. In addition, if the target has been affected by a natural, magical or clerical effect not described above, hearing the Freedom song gives the target a new Saving Throw vs. the original enchantment. Duration: 1 magic phase. Range: 12". Cost: 5 SP.

Greater Confidence: *Affects all within a 3" radius of caster. Adds 15% to any characteristic-based saving throws for 1 turn for each phase the song is sung, up to 6 turns for a full 1-turn song. Cost: 7 SP.*

Greater Dance: As Dance (2S), but with a 12" radius effect. All within 12" of the Spellsinger in a 180° arc to his front must save vs. magic. Those failing will begin dancing. Those affected may voluntarily move 1" in any direction the next Phase. If this takes them out of the spell area they are free of the spell and free to move normally the next phase. If they remain in the spell area they may do whatever else they choose, but their feet must continue to dance within 1" of their initial position as long as the song is maintained. (The 1" limit does not prevent the victim from moving further via a flying spell, of being picked up and carried away, but he might look a little silly in these cases). If the Spellsinger moves, so does the area of effect. For those subject to the spell, Attack & Defense levels are reduced by 4 and any archery or spells are done at -20% accuracy. The magic accuracy role for the Spellsinger is as much for timing of spell (so maximum no. are well in the spell area) as it is for the direction of the spell. If the song is stopped, or if the victim is no longer in the area of effect at the start of a magic phase, the victim is freed. Cost: 9 SP + 5/turn.

Greater peace: As Peace (2S), but with a 12" radius effect. Those in front (180° arc) of the Spellsinger and within 12" must save vs. magic or be unable to initiate any form of conflict. Those affected will move slowly (1"/Phase) in direction they were headed when peace descended. They have no motivation to move out of effected area but may do so because of above momentum. Of course the Spellsinger can move to try to keep them in the area of effect. Defense and direct retaliation are not impaired. If attacked will first seek own safety if it is possible to avoid any more damage, before retaliating. Effects end with end of song. Cost: 9 SP + 5/turn.

Immobilization: As the Illusionist spell (4I). This spell causes the victim to save vs. Magic (10% bonus in

favor of the caster) or be unable to voluntarily move. He can still be picked up and carried, or knocked to the ground by force, but cannot walk, talk, etc., even if otherwise magically compelled to do so. Duration: as maintained. Range: 12". Cost: 5 SP + 1/turn.

Immobilize: This spellsong causes the target creature or being to roll an immediate saving throw vs. Magic. If it fails, it may not make any voluntary motions from that dexterity count onward, until the spell is dispelled. It is still affected by external forces and the laws of physics, however, so if it was flapping its wings to stay in flight, or in some other unbalanced position, it will fall rather than stay frozen in space. Duration: until dispelled. Range: 12". Cost: 7 SP.

Insanity: *Similar to the Rage spell (3S) but a Charm III Saving Throw is used. The reverse of Peace (2S), this spellsong drives insane all within 6" and in front of the Spellsinger, if they fail their saving throw vs. magic. All enraged will attack whoever is nearest and easiest Those affected have ¼ chance of attacking themselves (using their normal attack and defense level and skills). This means direct, straightforward berserkerism. Of course, this may include the Spellsinger, but that's his problem. The effect will last for 1 turn. Cost: 8 SP.*

Mass Animal Charm: This spellsong affects 1-6 non-intelligent normal animals per level of the caster. All failing a Saving Throw vs. magic will obey simple commands, as a group. If the Spellsinger gives no other commands, the animals will simply follow the singer, to the best of their ability to do so. Like other Charm spells, it is broken by a distance of more than 24" from the singer, the death of the singer, or various forms of dispelling. Range: 12" at time of casting, 24" after. Cost: 9 SP.

Mega-Sleep: As the magical spell (4M). Will affect only creatures capable of perceiving sound. A Mega-Sleep spell affects 2-12 creatures of 1-20 hit dice, in an area of 6" × 6". Of the creatures affected, any failing to make their Saving Throws immediately fall asleep. This sleep lasts until the spell is dispelled, or for (20 - L) turns, where L is the level of the individual creature. If the target area contains more than the number of creatures rolled, determine randomly which are affected. This spell is ineffective against those who do not naturally sleep. Duration: (20 – L) Turns for each creature affected. Range: 24". Cost: 10 SP.

Percentile Sound Negation: As Percentile Negation (4M), but affects all Spellsongs and sound-based magical or natural effects. When cast before or at the same dexterity count as another spell or effect being thrown that magic phase at or to include the negator, will negate from 1 - 100% of that incoming spell, rolled randomly. If the spell causes damage, the percentage negated is applied to the rolled damage. If the spell has an all-or-nothing effect and at least 51% was negated, the spell fails. This spell works against individual or area spells. Duration: 1 magic phase, or one spell, whichever comes first. Range: 24". Cost: 6 SP.

Personal Missile Resistance: *Forms a sound barrier around the caster that resists missile penetration and thus gives -10% chance of being hit and –1 per die damage. Duration: as long as maintained. Cost: 5 + 1/Turn.*

Song Of Glory: *Adds +2 vs Evil (att., def. & +10% sav. thr.) to all of same alignment within 12" of caster. Must be maintained. Cost: 9 + 2/T.*

Speak with Plants: *Similar to Speak with Plants (4C). The Spellsinger can have a dialogue with plants (limited by their "intelligence"). This spell is the same as Speak with Animals (2C) except that plants are communicated with instead of animals. Note that a Spellsinger may not ask a plant to do anything outside of its normal limits. He may ask a vine to part for him to pass through, but a tree cannot be commanded to pull up its roots and walk around. Duration: 6 turns. Range: 3". Cost: 9 SP.*

Spellbinding: This spellsong can be used to Charm from 1-4 living creatures of any kind of no higher level than the Singer, or of 1 creature or being of higher level than the Singer. Duration: until dispelled or broken. Range: 12". Cost: 7 SP.

Teleport Voice: *Your voice is heard where you wish (assuming successful accuracy role) for 3 minutes. Like Teleport (5M) the caster must be firmly familiar with the intended destination. This spell allows the caster to Teleport his or her voice instantly from one location to another, with the following restrictions: The caster must be firmly familiar with the intended destination (either the magical spell Photographic Memory (2M) or the thievish Eidetic Memory, Visual ability will assure this, as will a period of one hour spent memorizing the specific location at any time within the recent past). The caster must be fully conscious and in control of his or her actions (being knocked unconscious just as the spell is going off makes you lose some of your control not to mention your voice). The caster may not Teleport either into or out of consecrated ground, or into a structure protected by Castle Protection (7M), if that spell was not of his or her own casting. The caster may not Teleport into any area in which magic is currently not functional, such as an area covered by Magic Damping Field (8M). If the caster accidentally or deliberately violates one or more of these restrictions, the Teleport spell malfunctions as follows: the caster must make a Saving Throw vs. magic. If this is successful, the voice will simply fail to Teleport at all, and will remain in the caster's initial location. If the caster fails this initial Saving Throw and was trying to Teleport to an unmemorized location or while losing control, does Teleport, another Saving Throw vs. magic must be rolled to determine the location, if any. If the caster failed to make the first Saving Throw, but succeeded the second time, the voice arrives at a location from 1-100" (rolled) in each of the three dimensions from the intended location (i.e., 37" North, 12" East, and 84" Up is one possible result). If the caster failed both the first and second Saving Throw attempt, but succeeded on the third attempt, the voice would arrive at a destination from 1-1000" (rolled) from the destination in each dimension. If he failed to make this*

third and final Saving Throw, the voice would simply vanish, having Teleported to a point unknown or nonexistent. Cost: 5 SP.

Trueshape: This spell song causes any single target that is polymorphed, otherwise enchanted or naturally changed from its natural form to revert to its natural form. Thus, a man who has been changed into a pig, or a werewolf in wolf form, would be affected. If the target wishes to resist, a Saving Throw vs. Magic is needed. Range: 12". Cost: 6 SP.

Fifth Level Spellsongs

Amplified Clairaudience: *Can listen in on any one spot within 36" or a movable location that is in line of sight (such as a group of beings walking at some distance from you). Duration: as long as maintained. Cost: 6 + 1/T SP.*

Area Coagulate: *As Coagulate Blood (3S) but with a 3" radius. Creatures within it will hopefully reduce normal bleeding rate by reducing the number of rolled dice by three. This spell can not reduce the original bleeding dice by more than ½. Duration: Maintained. Cost: 9 + 3/T.*

Area Dancing Spasm: As Dancing Spasm (1S), but affects all living beings within a 6" × 6" area, 2" in height. This spell causes victims to dance and twitch to the Spellsinger's music for a single phase. If victims fail to make a saving throw vs. Magic, any spells or archery aimed by the victims that failed are automatic misses with triple scattering, and any melee blows taken are automatically treated as "wild blow" fumbles. Range: 3"**???**. Cost: 10 SP.

Area Muffle Sound: *same as Muffle Sound (1S), but affects a 2" radius around caster. This spell adds 20% to the Saving Throw vs. sound effects on a single recipient. If the recipient is already under the effect of some sound the recipient gets a normal Saving Throw vs. that sound immediately and breaks free of the effect if successful. Duration: 6 Turns. Cost: 4 SP.*

Chaos: As the Illusionist spell (5I), but only creatures able to hear can be affected. Unlike the Illusionist spell, this Spellsong works by directly triggering the senses of the victims, rather than by creating sensual illusions. Thus, to anyone outside the area of effect, there is nothing visible or audible going on. This spell creates a volume 1" × 1" × 1" (in scale) for each level of the caster, shaped at the caster's will. Any living beings, or any non-living beings that perceive by hearing, must save vs. Magic or be unable to perceive their surroundings due to an uncontrolled 5-sense illusion of moving objects within the volume. Those making their saving throw will be able to perceive their surroundings, but their perceptions and abilities will be interfered with by the illusion, reducing them by 2 attack and 2 defense levels, and 10% subtraction from all aimed actions. NOTE: Even the caster would be affected if he or she were stupid or desperate enough to enter the Chaos volume. Duration: as maintained. Range: 24" from caster to farthest edge. Cost: 8 SP + 2/turn.

Control Dragon: As the Magical spell Dragon Control (5M). This spell applies to all dragons, this spell will affect from 1-3 dragons. If the spell is successful it will cause the controlled dragon(s) to obey any spoken command of the charmer until such time as the control is dispelled. See the general Charm rules for other restrictions and effects. Range: 12". Duration: Until dispelled or removed by the caster of the spell or the caster loses control by going unconscious, dying, or moving outside range. Cost: 9 SP.

Control Giant: As the Magical spell Giant Control (5M). This spell applies to all giants, this spell will affect from 1-4 giants. If the spell is successful it will cause the controlled giant(s) to obey any spoken command of the charmer until such time as the control is dispelled. See the general Charm rules for other restrictions and effects. Range: 12". Duration: Until dispelled or removed by the caster of the spell or the caster loses control by going unconscious, dying, or moving outside range. Cost: 9 SP.

Control Human: As the Magical spell Human Control (5M). A spell similar to Charm Person (1M) and Hold Person (3M), but which is of more limited duration and greater effect. It affects either 2-12 persons with 3 or fewer hit dice, 2-8 persons with 4-6 hit dice, 1-4 persons with 7-9 hit dice, or 1 person having 10 or more hit dice (rolled on a 4-sided die) normally, or can be concentrated on 1 target, in which case the target suffers a 10% penalty to the Saving Throw roll. This spell has the further effect of making the caster's commands understood by the person(s) taken over, even if the wrong language is used. Duration: 6 + level of caster (in turns). Range 12". Cost: 9 SP.

Control Undead: As the Magical spell Undead Control (5M), with the added feature that animated or ectoplasmic Undead can be laid to their final rest if the caster so wills before the spell is dispelled or broken. This feature does not affect Vampires, Liches, or other fully sentient, voluntary Undead. This spell applies to all Undead and but affects 2-8 Undead under 4 hit dice and 1-4 Undead having 4 or more hit dice. If the spell is successful it will cause the controlled Undead to obey any spoken command of the charmer until such time as the control is dispelled. See the general Charm rules for other restrictions and effects. Duration: Until dispelled or removed by the caster of the spell or the caster loses control by going unconscious, dying, or moving outside range. Range: 12". Cost: 9 SP.

Dispel Magic: *same as Dispel Magic (3M). Under normal conditions, this spell will be effective in dispelling enchantments of a temporary nature (i.e., any spell with a time limit, maintenance cost, or that lasts until dispelled). This is modified by the following formula. The success of a Dispel Magic spell is a ratio of the level of the dispeller over the level of the original spell caster. Thus, if a 5th level Spellsinger attempts to dispel the spell of a 10th level Spellsinger (or other mage type), there is a 50% chance of success. Duration: instantaneous. Range: 3". Can be aimed at a specific target or cast generally around the caster in a 3" radius sphere. Cost: 8 SP.*

Dreamland: As the Illusionist spell (5I). This spell creates a 3" × 3" × 3" volume in which all living beings must make a saving throw vs. magic or think that all they

perceive is Illusionary, even real dangers. Range: 24" to the far edge. Duration: 3 turns. Cost: 8 SP.

Feeblemind: As the Magical spell (5M). A spell used primarily against magic users, it causes the target to lose all effective intelligence. Target retains only the most primitive instinctive mental responses (balance, aversion to pain, and the like). Because of its specialized nature, the Feeblemind spell worsens the Saving Throw of any magic-using target by 20%. Range: 24". Duration: until dispelled. Cost: 8 SP.

Great Fear: As Fear (3S), but the size of the cone is 12" in length instead of 6". Affects a standard 12" cone directly in front of the Spellsinger, affecting all beings that can hear. All in the affected area must save vs. magic or run directly away from the Spellsinger by the route that is safest on the first phase of running. Range: Cone starts at Spellsinger. Those failing saving throw get to try again each turn until they save. Cost: 10 SP.

Hold Monster: As the Magical spell (5M). A spell similar to Charm Person (1M), but which is of more limited duration and greater effect. It affects either from 1-4 monsters of less than human intelligence (rolled on a 4-sided die) normally, or can be concentrated on 1 target, in which case the target suffers a 10% penalty to the Saving Throw roll. This spell has the further effect of making the caster's commands understood by the monster(s) taken over. Duration: 6 + level of caster (in turns). Range 12". Cost: 7 SP.

Imprisonment: Similar to Illusionary Prison (5I). Victims who fail their Saving Throw vs. Magic will be unable to cross the boundaries as defined by the Spellsinger. No one will see any boundaries, but they will be real to the victims. Unlike Illusionary Prison, the size and shape of the boundary area are up to the Spellsinger, but must be a simple polygon no more than 1 square inch in area per level of the caster. This spell can affect all beings within that area. All affected beings failing to make a Belief saving throw (adjusted 10% in favor of the caster) cannot leave the area, since the Illusionary prison is to them quite real. Range: 12". Duration: as maintained. Cost: 8 SP + 2/turn.

Macro-Sleep: As the Magical spell (5M). This spell operates like a Sleep spell (1M) on any creature less than 21st level. 2-12 such creatures may be affected by the spell in an area of 6" × 6". Of the beings affected, any failing to make their Saving Throws immediately fall asleep. This sleep lasts until the spell is dispelled, until the Spellsinger dies, or until the Spellsinger is more than 24" from the sleepers (checked individually). If the target area contains more than the number of beings rolled, determine randomly which are affected. This spell is ineffective against those who do not naturally sleep or can't hear the spellsong. Range: 24". Cost: 12 SP.

Mass Suggestion: Allows the caster to gain control of another being of similar species by auditory hypnosis. As the Illusionist spell (5I). The victim does not need to be looking directly into the eyes of the caster, but merely must be in range and in clear view of the caster. It affects either 2-12 beings with a normal saving throw, or a single being with its saving throw adjusted by 20% in favor of the caster (thus making it very hard to save against the spell). When controlling more than one being, the caster must be very careful not to give confusing or conflicting orders to those controlled, since this will result in total inaction on the parts of the controlled beings. If the spell is successful it will cause the charmed entity/entities to obey any spoken and understood command of the charmer until such time as the charm is dispelled. See the general Charm rules for other restrictions and effects. Duration: Until dispelled or removed by the caster of the spell or the caster loses control by going unconscious, dying, or moving outside range. Range: 12" at casting, 24" to maintain control. Cost: 10 SP.

Missile Resistance Wall: *A song that creates a sound wall which causes any missile that passes through it to be resisted.* ***What do you mean by "resisted"??? Do you get a Saving Throw???*** *Area: 6" wall. Range: 12". Duration: as long as maintained. Cost: 8 + 3/T.*

Projected Clairaudience: *Same as Clairaudience (3S) except that other persons within 1" of the caster may listen in. This spell allows the caster to place his point of hearing at a distance and hence hear things when he could not do so by normal means. It can penetrate solid rock up to about 3" in thickness, but a thin coating of lead will prevent its penetration. This spell may be used to listen in on the voices of creatures seen through a crystal ball although the spell itself is not transmitted through the crystal ball. Range: 24". Cost: 7 + 1/T SP.*

Projected Voice: *The Spellsinger's voice originates up to 24" away from the Spellsinger. Spells can be cast through it but can't affect beyond 24" from the Spellsinger and cause it to move about. Has same limits as Projected Image (6M). While this spell is in effect, all further spellsongs thrown by the caster are fired from the point of projection and measured as such. This allows the caster to hide around corners, though this may degrade his aim. Any spell thrown by the image may not go more than 24" from the caster unless the spell has a longer range. The projected voice is destroyed by a Dispel Magic (3M), by being hit by destructive magic equal in dice of damage to the level of the caster (total, if two or more destructive spells) or by magical weapons doing damage as if vs. the caster (i.e., it has as many hits as the caster). If the caster throws any spell other than through the projected voice while the image is being used, this automatically dispels the projected voice. Duration: as long as maintained. Cost: Cost: 6 + 1/T SP.*

Rain Dance: *Level + Intelligence of Caster = % chance of being successful each Turn. There must be clouds present to use this spell. Chances may increase or decrease depending on the amount of clouds present. Cost: 10 + 5 per Turn until rain begins.* ***Over what size and shape of an area??? How long before it rains??? What is the intensity of the rain??? This is too vague a description!!!***

Remove Curse: As the clerical spell (3C) but effects all within 3" of the caster. A spell to remove any one curse, Geas (6M), or Quest (4C). Using this spell in the case of

someone holding a cursed magical item would remove the effect of the item's curse on that person, but would not affect the item permanently. (Beings under the influence of a Geas or a Quest may not use this spell.) The chance of the curse being neutralized is the (caster's level divided by the curse's level) × 100%. Any one Spellsinger may attempt to remove a given curse only once. The same rule applies to any item that removes a curse, i.e., only one try per curse. Range: 3" radius. Cost: 9 SP.

Repel Undead: *Acts like Undead protection scroll but goes at level of caster. Undead may not enter a 1" radius circle around the Spellsinger unless it makes a percentile roll successfully. As follows: The being has a 50% chance of being able to enter. Adjust up 5% per level that the being is above 12th level. Adjust down 5% per level that the being is below 12th level. Thus, a 13th level Undead would have a 55% chance of entering the circle. Duration: while singing. Range: 1" radius. Cost: 7 + 2/T SP.*

Rock-To-Mud: *Similar to magical spell Transmute Rock-Mud (5M) except it can not be used to make mud into rock. Allows the user to change all of the rock in a 1" cube to mud. Will not work on magical rock, and living rock gets a Saving Throw. Duration: change is permanent unless reversed by similar spell. Range: 12"**???**. Cost: 6 SP.*

Shatter Object: This spell causes the shattering of any single solid non-magical object of the Spellsinger's choosing. If a magical object is unusually fragile, at the discretion of the referee this Spellsong may shatter it. (i.e., a magical wineglass might be susceptible, a magical sword would not be.) If the object is being held by a living being, that being's Saving Throw vs. Magic applies. If the item is magical, it gets a breakage saving throw. Otherwise, it just breaks. Duration: 1 Dexterity count. Range: 6". Cost: 7 SP.

Sonic Boom, 12": *A slight misnomer, since the affected area is a 12 × 6 Cone directly in front of the Spellsinger, as Cold Cone, 12" (5M). All in that area takes impact damage, 1 die/level of the Spellsinger, or ½ die per level if a saving throw vs. magic is made. Unlike magical cone spells, this Spellsong does bounce off solid objects, air walls and various sound-reflective spells. Thus, it is a very bad idea to use it in a small room. Cost: 12 SP.*

Speak with Dead: *As the magical spell (5M). A spell that allows the user to converse with a dead body, the magic user being able to ask three questions. Note that the length of time the creature has been dead will be a limiting factor. Spellsingers of 8th level or less (using scrolls or implements with the spell) can only speak with recent dead (no more than 4 days dead). 9th-17th level Spellsingers can converse with creatures dead up to four months. Spellsingers 18th level or higher may converse with any intact remains of any age. Note that the Spellsinger must be able to speak the language of the deceased in question. Range: adjacent to deceased. Cost: 7 SP.*

Summon Sound: *Infinite Range Clairaudience. Can listen in on a specific location that the spell singer has memorized. Duration: as long as maintained. Cost: 7 + 1/T.*

Telekinesis: *As the magical spell (5M). By means of this spell, an object may be moved from a distance by mental force. The weight limit is 20 pounds per level of the caster. Thus a 12th level caster would be able to manipulate a weight of up to 240 pounds. Duration: As long as maintained. Range: 12". Cost: 7 SP + 1/turn.*

Wall of Silence: *A 6" wall of silence that prevents all sounds from passing through it. The wall will move with the Singer as he moves, staying its original distance. Range: 12". Duration: As long as maintained. Coast: 7 + 2/T.*

Weakness: As the Magical spell (5M). Causes the target to become weaker at the rate of 1 strength point per phase until a maximum strength loss of 50% of the target's strength is reached. Such weakness is reflected in both attack and in damage caused in combat. Range: 12". Duration: until dispelled. Cost: 8 SP.

Sixth Level Spellsongs

Amnesia: Like the Illusionist spell (6I), but at the discretion of the Spellsinger, can cause true amnesia until dispelled, rather than erasing just the immediate past. Of course, the more obvious it is that the memory has been erased, the more likely it is that the victim will seek help, and eventually get his memory back. Duration: until dispelled. Range: 12". Cost: 10 SP.

Anti-Sound Field: *Prevents all sounds from existing in an area within 6" of the Spellsinger in a 180 degree arc. Duration: As long as maintained. Cost: 9 + 3/T.*

Anti-Sound Shell: As Anti-Magic Shell (6M), but affects all magical and natural sound sources and any effects therefrom. Of course, during the shell's effect, the Spellsinger may not use any Spellsongs or other sources of sound or music. Duration: 1 turn per level of the Spellsinger, and may be dropped at any time after 1 turn by the will of the caster. Cost: 9 SP.

Area Shatter Object: As Shatter Object (5S), but will shatter all non-magical objects made of a single chosen material within a 6" radius of the Spellsinger. (For example, if you specify "glass," and people all around you are raising glass potion flasks to their lips, there will be a lot of wet and angry people.) Duration: 1 magic phase. Cost: 12 SP.

Area True Shape: As True Shape (4S), but affects a 6" × 6" area, 2" in height. Range: 18" to the farthest point in the area affected. Cost: 12 SP.

Control Daemon: As the Magical spell Daemon Control (6M). Cost: 12 SP.

Control Monster: As the Magical spell Monster Control (6M). Cost: 11 SP.

Control Monstrous Plant: As the Magical spell Monstrous Plant Control (6M). Cost: 9 SP.

Mega-Sonic Boom: *12 × 12 cone. Requires the use of a magical musical instrument to amplify the sound. Cost: 20 SP.*

Micro-Scream: *Sonic damage directed at individual target. Usable once per Phase. Range: 12". Cost: 8 SP.*

Negate Sound: As the Magical spell Negation (6M), but affects all magical or natural forms of sound. Cost: 10 SP.

Repel Evil: *Acts like Repel Undead (5S) above but protects against any evil being. Range: 1" radius. Duration: as long as maintained.*

Stone To Flesh: *As magical spell (6M) but may not be reversed to cause Flesh to Turn to Stone. Range: 3". Cost: 8 SP.*

Summon Object: *Same as magic-user Summoning spell (6M). This spell allows the caster to call to him any object that he currently owns and of which he knows the current precise location. Once ownership changes hands, he may no longer summon the object, even if the change of ownership was against his wishes. Cost: 20 SP.*

Taunting: *Great mental distress and distraction is caused to the targeted individual if he blows a Charm I (I + W) Saving Throw -5%. The recipient then constantly hears the Spellsinger's voice repeating a command until the command is carried out. He may do other things than commanded but his effective natural level is halved (except for magic Saving Throws) and all character based Saving Throws are at -20%. Duration: Until dispelled or the commanded task completed. Range: 6". Cost: 12 SP.*

Ultra-Sleep: As the Magical spell Ultra-Sleep (6M). Cost: 15 SP.

Seventh Level Spellsongs

Activate Magic: *As magical spell (7M). This spell allows the caster to activate any one magic item that is known and visible to him, whether or not he is touching it at the time. If another magic caster is attempting to activate the same magic item during the same phase, whoever goes off first, wins. If both complete their attempted activation at the same dexterity count, the higher level of the two activates the item. If both are of the same level, the caster of the Activate Magic spell wins. If both are utilizing the Activate Magic spell, the item is activated, but uncontrolled as to range, direction, or any other variable parameters. Range: 12" maximum from caster to item being activated. Cost: 12 SP.*

Channeling: *by chanting & going into a trance the spell singer can channel damage (at a rate of 1 pip per Phase) from one person to another. The recipient must be alive and of the same alignment as the Spellsinger. The recipient of the damage must be co-operative if conscious. There is a chance of the caster receiving a pip of damage for each pip transferred. The damage caster receives is determined by the formula: Pain Saving Throw + Wis. = % chance to avoid damage - rolled for each pip at the end of the channeling. It takes the Spellsinger 1 Phase to come out of trance unless interrupted; in that case the process take 1-3 Phases. Range: Touching both parties. Cost: 13 + 1 per pip transferred.*

Force Field of Song: *Similar to Personal Force Field (4M). This spell has the effect of providing its user with protection equivalent to Plate armor. Duration: as long as maintained. Cost: 8 + 2/T SP.*

Greater Shatter Wall: *Similar to Shatter Wall (7S), but hole is 4 times bigger. Like Shatter Object (5S) but affects area similar to Passwall (5M) and effect is permanent. This spell causes the shattering of part of any single solid non-magical wall of the Spellsinger's choosing. If a magical wall is unusually fragile, at the discretion of the referee this Spellsong may shatter it entirely. (i.e., a wall of glass or ice might be susceptible, a wall of iron would not be.) If the wall is magical, it gets a breakage saving throw. Otherwise, it just shatters such that a tunnel appears or the entire wall shatters. Duration: 1 Dexterity count. Range: 6". Cost: 18 SP.*

Hear Past: *Similar to the View Past (7M) spell, but sounds of the past are heard instead. This spell allows the caster to observe the events in the immediate past at his present location. He may listen backward in time an amount of time equal to his own level expressed in hours. Thus, a 24th level Mage could observe backward in time exactly one day. The spell allows the observation of a period of time equal to the level of the caster expressed in turns. Thus, our 24th level Singer could listen a period of time no more than 24 minutes long. The caster must specify the time to be heard; the spell has no means of scanning for an event that happened at an undetermined time. The caster hears events as they would have been heard while standing at the location he is in at any point during the playback, and he may move around to change his point of hearing. But at no time may he move more than 24" from the point at which the spell was cast, or else the playback is terminated. Cost: 10 SP.*

Mind Static: *As magical spell Mind Blank (7M). This spell causes the recipient's mind to be protected by a shield that, in effect, prevents thoughts from traveling in or out. This means that a person wearing this spell cannot have his mind read by ESP or similar spell, and cannot be affected by Telepathy (4M), Charm Person (1M), or similar purely mental spells. It also means that a person using this spell cannot employ such spells, read the thoughts of others, or project thoughts to anyone else by natural or magical means. Further, a person wearing this spell could not be detected magically by means that require a spell or item to detect thoughts or intentions, such as Detect (Mental) (2M). Duration: 1 day or until dispelled. Range: the target may be no more than 6" from the caster at the time the spell is cast. Cost: 12 SP.*

Power Word: *As Magic User spell (8M). This spell produces a standard 6" cone of effect. The effects are as follows: any living being within the cone that is no more than 2 times the level of the caster must make a Saving Throw vs. magic. Creatures whose level is higher than that of the caster but no more than 2 times his level will not be affected if they save, and will be stunned and unable to take action for 2-12 phases if they fail to save. Creatures whose level is no greater than that of the caster, and no less than one-half that of the caster, will be stunned for 2-12 phases even if they save. They will be blinded for 2-12 turns ("blinded" means that the use of whatever primary sense they possess will be denied them, be that sense sight,*

hearing, radar, or what-have-you) if they fail their Saving Throw vs. magic. Creatures whose level is less than one-half that of the caster will be blinded for 2-12 turns even if they save, and will die if they fail to make their Saving Throw vs. magic. Cost: 12 SP

Pressor Cone: *As the Magic (7M) spell. This spell creates a cone of force 12" long and 6" across at the base. It has the effect of pushing any item or being that does not make its magic Saving Throw away from the caster to the end of the cone. It will affect any quantity of objects within the cone, but no individual object may be affected that weighs more than 20 pounds per level of the caster. The pressor effect is not violent enough to hurl projectiles against targets or to crush victims against walls, but it will push the objects without doing damage. It could be used to indirectly cause damage, by such means as pushing a rock off of a cliff, for example. Duration: instantaneous. Cost: 12 SP.*

Shatter Wall: *Like Shatter Object (5S) but affects area similar to Passwall (5M) and effect is permanent. This spell causes the shattering of part of any single solid non-magical wall of the Spellsinger's choosing. If a magical wall is unusually fragile, at the discretion of the referee this Spellsong may shatter it entirely. (i.e., a wall of glass or ice might be susceptible, a wall of iron would not be.) If the wall is magical, it gets a breakage saving throw. Otherwise, it just shatters such that a tunnel appears or the entire wall shatters. Duration: 1 Dexterity count. Range: 6". Cost: 9 SP.*

Speak with Inanimate: *Similar to Speak With Plants (4S), but with rocks & such. The Spellsinger can have a dialogue with any inanimate object, such as a rock or wall (limited by their "intelligence"). Note that a Spellsinger may not ask an object to do anything outside of its normal limits. He may ask a door or gate to open for him to pass through, but a rock cannot be commanded to split or turn into gravel. Duration: 6 turns. Range: 3". Cost: 20 SP.*

Stereo Spells: *Similar to Double Phasing (8M) but you intertwine two spell songs; the dex. counts are added; they both go off simultaneously. This spell allows the caster to bypass the normal limitations on how often magic may be cast, as follows: in normal cases, in which only one spell may be thrown every six phases, casting this spell enables the caster to throw spells every three phases instead. In cases in which a spell could be thrown every phase (such as Micro-Ball, 4M), it would enable the caster to throw two of the same spell at the same target each phase (i.e., two Micro-Balls). The effect begins immediately, in that two Spellsongs may be sung simultaneously only three phases after the Stereo Spells is cast. Duration: 3 turns. Cost: 20 SP.*

Thievish Rules

Thieves: (This includes all the thievish combination characters and Halflings) As a thief reaches a new level, he learns new abilities, up to the limit of the difference between what he already knew and what is now possible. Further, a thief must learn abilities of any one type (such as Lockpicking) in order from lower to higher level abilities.

The Thievish Advancement Table lists just how many total abilities of each level a thief may have at any experience level. For example, a Fifth level Thief has 7 first level, 4 second level, and 2 third level abilities. Upon going to sixth level, he gains 1 first, 1 second, 1 third, and 1 fourth level ability. He may choose these from any of the listed abilities of those levels, but he must meet the prerequisites listed for each ability, whether by meeting certain physical standards of characteristics or by already having a certain lower level ability that has trained him for the new one. Combination characters that include a thievish types gain abilities in exactly the same way, and at any given level have exactly the same number of abilities as a normal thief.

Some of the thievish abilities require materials to be used (i.e., Tie up With Ropes requires ropes), and the referee should make sure that the thief has all necessary materials available when attempting to use any given ability.

Some of the abilities listed have a percentage number attached. These numbers are the chance of using the ability successfully. In most cases what happens in case of failure is obvious (Note poison Locks 90% means that the other 10% of the time the poison lock was not noted, or a non-poisonous lock was thought to be poisoned; 90% accuracy, in other words). Other abilities have a specific bonus, such as Detect Noise +1/6. These bonuses mean that, using this case as an example, a thief with the ability would detect noises 1/6 of the time more often than someone without this ability does. If a normal person would have a 1/6 chance of detecting a specific noise approaching, this thief would have a 1/3 (1/6 + 1/6) chance instead.

Always remember that whatever the adjustment or bonus is has to make sense in terms of the ability mentioned. If in doubt, reread the description of the ability and you will probably not have any real problems.

Thievish Abilities Table

Name/Description	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Acrobatics	Basic	APR%	2APR%	3APR%	4APR%			
Alchemy						Duplicate		
Bow Accuracy	+ 5%	+ 10%	+ 15%	+20%	Critical	Critical +	Critical ±	
Brawling	+1	+2	+3	Tricks				
Buckler Defense	+1	+2	+3	vs. Thrown	vs. Arrows			
Bypass Traps			50%	75%	90%	90%+10	90%+20	90%+30
Camouflage Device	+10%	+20%	+30%	+40%	+50%	+60%	+70%	+80%
Camouflage Self	*	+25%		+50%		+ 75%		
Cheat at Game of Skill	+15%		+30%		+45%		+60%	
Climbing (Walls, Obstacles, etc.)		+40%	+60%	+80%	+90%			
Code & Cipher Making			Basic	+I%	+2I%	+3I%	+4I%	+5I%
Code & Cipher Breaking				Basic	+I%	+2I%	+3I%	+4I%
Con Game		Basic	+5 to IDC	+10	+15	+20	+25	+30
Counterfeit Coins					75%	90%	95%	
Counterfeit Magic Items					50%	75%	90%	95%
Dagger Attack	+2 levels	+3	+4	Extra Blow				
Dagger Draw	Basic		Quickdraw					
Dagger Defense	+1 level	+2	+3	+4	Tricks			
Dagger Sure Strike	x3	x4	x5	x6				
Dagger Throwing Accuracy	+5%	+ 10%	+ 15%	+20%	Critical	Critical+	Critical±	
Dagger Range Extension				*				
Detect Clerical Item		75%	90%					
Detect Evil or Good	75%	90%						
Detect Illusion		I%	2I%	3I%	4I%			
Detect Magic Item	75%	90%						
Detect Noise	+15%	+30%	+45%	+60%	+75%	+90%		
Detect Shifting Walls			+20%	+40%	+60%	+80%		
Detect Sloping Floors			+20%	+40%	+60%	+80%		
Dice Manipulation			75%	90%				
Direction Finding & Accuracy	North	50% Bump	75% Bump		90% Bump			
Disguise		Basic	+30%	+60%	Doppelgang			
Dodge Missiles		+5% vs.T	+5% vs.A	+10% all	+15% all			
Double Dagger Attack			-3	-2	-1	+0		
Double Dagger Draw		Basic		Quickdraw				
Double Dagger Throw				-20%	-10%	+0		
Double Short Sword Attack			-3	-2	-1	+0		
Echo Walk						50%	75%	90%
Entertaining	+C%	+2C%	+3C%	+4C%	+5C%			
Escape From Restraints		Basic		+DA%		+2DA%		+3DA%
Estimate Range		±10%	±5%		±1%			
Estimate Volume		±20%	±10%	±5%				
Evaluate Treasure	±25%	±10%	I.D. Fakes					
Extra Arrow			-20%	-15%	-10%	-5%	+0	
Fast Talking		+IC%	+2IC%	+3IC%				
Fist Attack	+2	+3	+4	Extra Blow				
Fist Defense	+1	+2	+3	+4				
Forgery				80%	90%			
Game of Skill		+15%		+30%		+45%		+60%
Grappling Hook			30%	50%	70%	90%		
Heist From Packs & Bundles	50%	75%	90%					
Horsemanship		+APR%	+2APR%	+3APR%				
Identify Clerical Item				20%	40%	60%	80%	
Identify Magical Item			20%	40%	60%	80%		
Identify Metals	75%	90%						
Identify Poisoning				3I%				
Increased Memorization	+I%		+2I%		+ 3I%			
Jam Portals	50%	75%	90%					
Jewelry Smithing		+ 20%		+40%	Cut Gems	+60%	Cut+20%	Cut+40%

APR: Average Prime Requisite. S: Strength. I: Intelligence. D: Dexterity. A: Agility. C: Charisma. IDC the sum of I, D, C, and so on.

Thievish Abilities Table (cont.)

Name/Description	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Jimmy Portals	50%	75%	90%					
Juggle	Basic	+30%	+60%	+80%	+90%	+95%	+99%	
Jumping & Leaping	APR%	2APR%	3APR%	4APR%				
Lie Convincingly	*	+25%	+50%	+75%	+90%			
Lip Reading			50%	75%	90%			
Locksmithing	Basic	+ 10%	+20%	+30%	+40%	+50%	+60%	+70%
Lore Mastery	+I%	+2I%	+3I%	+4I%	+5I%			
Manipulate Objects with Feet		50%	75%	90%				
Map Making & Reading	Basic	Make 50%	Make 75%	Make 90%				
Mimic Animal Sounds		60%	75%	90%				
Mimic Movement					75%	90%	95%	
Mimic voices					75%	90%	95%	
Misdirection	+IDC%	+2IDC%	+3IDC%	+4IDC%	+5IDC%			
Move Silently	+20%	+40%	+60%	+80%	+90%			
Note Poisoned Mechanisms		75%	90%					
Outdoor Knowledge (per terrain)	+10%	+20%	+30%	+40%	+ 50%			
Parry Bonus & Extension		Bonus	Dagger Ex	2nd Wpn.				
Pick Locks	60%	75%	90%	95%	99%			
Pick Pockets		60%	75%	90%	95%	99%		
Play Dead	50%	75%	90%					
Poison use & Manufacture		Safe use	Traps	Making		Antidotes		
Quarterstaff Attack	+2	+3	+4	Extra Blow				
Quarterstaff Defense	+1	+2	+3	+4	Tricks			
Quarterstaff Gripping	*							
Read Extra Language	*		Speak					
Sap			50% KO	75% KO	90% KO			
Sap Sure Strike					*			
Secret Panel Building		Basic	+20%	+40%				
See In Dark		+50%						
Set False Trails			Basic	+20%	+40%	+60%		
Set Traps		Basic	+10%	+20%	+30%	+40%	+50%	+60%
Short Sword Attack	+2	+3	+4		Extra Blow			
Short Sword Defense	+1	+2	+3	+4	Tricks			
Short Sword Draw		Basic			Quickdraw			
Short Sword Throw		+5%	+10%	+ 15%	+20%			
Skulking	50%	75%	90%	Freeze				
Sleep Drugs		Safe use	Traps	Making				
Sleight of Hand	80%	90%		95%			99%	
Sling Accuracy	+10%	+15%	+20%	+Distance	Critical			
Spot Hidden Items & Beings	+15%	+30%	+45%	+60%	+75%	+90%		
Spot Hidden Portals & Mech.	+20%	+40%	+60%	+80%	+90%			
Spot Thievish Activity				+25%		+50%		+90%
Spot Traps in Mechanisms		60%	75%	90%				
Spot Traps in Terrain		60%	75%	90%				
Start Fires	50%	90%		Arson				
Streetwise	+20%	+40%	+60%	+75%				
Surprise Bonus		+ 15%		+30%				
Tangle Net Throwing	+5%	+ 10%	+15%	+20%				
Taste Analysis				*				
Tell Truth Convincingly	*	+25%	+50%	+75%	+90%			
Tie up With Ropes	Basic		+SD%		+ 2SD%		+3SD%	
Tightrope Walk			75%	90%	95%			
Tracking	25%	50%	70%	80%	90%	95%		
Treasure Finding		50%	75%		90%			
Treasure Hiding	+10%	+25%	+40%	+60%	+85%			
Ventriloquism	60%	80%	90%	95%	99%			
Weapon Attack (Other Thievish)	+2	+3	+4		Extra Blow			
Weapon Defense	+1	+2	+3	+4	Tricks			
Weapon Draw		Basic			Quickdraw			
Weapon Throw (if applicable)		+ 5%	+10%	+ 15%	+20%			

Ability Descriptions

Acrobatics allows a thief to engage in fancy tumbling, vaulting or other equivalent motions for use in entertainment and second-story burglary. This ability includes the ability to swing from ropes and other items in true swashbuckling style. The 1st level ability is for basic maneuvers and the subsequent abilities give better chances to complete the more complex maneuvers without falling on your nose.

Alchemy allows a thief to duplicate, from an alchemist's formula, any poison or potion that can be produced by an alchemist, as long as the materials and a laboratory are available. Prerequisite: Intelligence of 9+ and both Poison Use and Manufacture (4T) and Sleep Drugs (4T).

Bow accuracy: The 1st through 4th level abilities allow at thief to adjust his archery rolls by the specified amount, with any of the following types of bow: Short, Horse, Composite, and Light Crossbow. (NOTE: for this and all other Accuracy, Attack or Defense abilities, each ability has as its prerequisite the ability immediately lower in level, unless otherwise stated.) It is not possible to use this thievish ability to gain extra accuracy with a Longbow or a Heavy Crossbow. The 5th level Critical ability works differently. With this ability a thief may fire a single arrow in a given phase (as opposed to the normal two arrows for Short, Horse and Composite bows) and specify that he is attempting to Critical Hit his target. If, after all adjustments have been made (including any Bow Accuracy abilities) the thief has hit his target by 80 or more on the percentile die roll (i.e., needs an 87 to hit and rolls 07 or less), then the shot is a critical hit and is rolled on the critical table. This ability has no effect on naturally rolled criticals. The 6th level Critical ability adds 1 to the severity die roll on any Critical Hit scored by the thief, either by natural Critical Hits or by use of the 5th level ability. The 7th level Critical ability, which has the 5th level Critical ability as its prerequisite, allows the thief, when using those two abilities together, to adjust the Critical Hit location on a successful Critical Hit. Thus, the location rolled on two six-sided dice (2- 12) can be adjusted by adding 1 to the result, or subtracting 1 from the result, after the dice are rolled. This allows the thief to "aim" the Critical Hit somewhat toward a higher chance of a specific result (fatality, shooting a weapon out of a hand, etc.)

Brawling gives added attack levels when in a street or bar brawl. The 4th level Tricks ability gives added abilities when trying fancy maneuvers (for instance, sliding through the spilled ale on a table top in order to grab the chandelier and kick your opponent in the teeth). The Tricks bonus is equal to the total of (Agility + Dexterity) of the thief. Thus if a thief has Agility of 15 and Dexterity of 15, he gets a 30% bonus on fancy maneuvers with the Brawling Tricks ability. This means that if a referee determines that an average man would have a 50% chance of completing a maneuver, the thief would have an 80% chance.

Buckler defense gives added defense levels when a thief uses a buckler in melee. The 4th level ability will make the thief harder to hit with thrown weapons as if using a full shield. The 5th level ability will make the thief harder to hit with arrows as if using a full shield. The bonus in both cases is determined on the Archery Table, but under most conditions will be 10% against short-range archery, and 30% against long range archery.

Bypass traps allows a thief to attempt to bypass a mechanical (i.e. non-magical) trap, with the stated percent chance of doing so safely. The 6th, 7th and 8th level abilities give an extra percentage bonus against especially difficult traps.

Camouflage device gives the thief the skill to camouflage devices, mechanisms, traps, etc., to match their surroundings. The % chance listed is the adjustment to finding the device in addition to the basic hiding. Assume that normal camouflage is 85% effective vs. passersby with no special abilities.

Camouflage self The 1st level ability gives the thief the skill to hide himself by means of camouflage. The higher level abilities give an added bonus to the thief's chance of hiding. The basic chance in any given setting should be up to the referee (it's harder to hide in the middle of a street than in a dark forest), based on terrain, equipment, and amount of time to prepare. Other related thievish abilities may add their bonuses, if the situation applies. For instance, if a thief must lie absolutely still in order to remain camouflaged, the Play Dead ability would apply.

Cheat at game of skill allows a thief to cheat at gambling with a 90% chance of not getting caught. He will add the listed percentage to his winnings. Penalties for the 10% of the time he does get caught may vary with the circumstances.

Climbing adds the listed percentage to the thief's skill at climbing scalable objects (walls, ropes, cliffs, trees, etc.). Many objects may require special equipment (pitons, grappling hooks, lines, etc.) at the discretion of the referee.

Code & cipher breaking allows a thief to design codes and ciphers for use in secret communications. The 3rd level basic ability gives a basic chance of (3 times Intelligence + Wisdom + Dexterity)%. Thus, a thief with Intelligence 10, Wisdom 10 and Dexterity 15 would have a (30+10+15=55)% chance of his code remaining unbroken while secrecy is still important. The higher level abilities will add a multiple of the thief's intelligence to the base chance.

Con game is the basic ability a thief uses to raise money by selling the London Bridge, or whatever else he doesn't own. In the Saving Throws table is a column for Con, as follows: Add the Intelligence, Dexterity and Charisma of the thief together (applying any modifiers, such as Lie Convincingly abilities or magical implements that enhance abilities or characteristics). Subtract from this the sum of Intelligence plus Wisdom of the victim. Look up this value and determine what the victim's Saving Throw is vs. the Con Game in progress. A failed saving throw means that

the thief is pulls off the con undetected. If the victim makes the saving throw it means that the victim figures out that he is being conned. His reaction depends on the circumstances, of course. Attempting to con a friend out of ale money is usually safer than trying to con a local noble out of a large fortune.

Counterfeit coins allows the thief to counterfeit coins that he is familiar with and has a sample of, with the listed percentage chance of not getting caught by the average victim.

Counterfeit magic items allows the thief to counterfeit magic items that he is familiar with, with the listed percentage chance of not getting caught by the average victim. (Note that a fake magic item will not have the powers of a real item, and that the thief must fake his way through any tests of the item.)

Dagger attack allows a thief to add to his attack level with a dagger. The 4th level Extra Blow ability will allow a thief to get one extra blow with his dagger per phase, after any adjustments for speed class are made. This ability, and all other Dagger abilities, may be taken instead for Knife or Kris, and comparable other weapons of the thief's culture.

Dagger defense allows a thief to use a dagger to add to his defense level, under certain circumstances. The thief must be using a dagger to attack or parry with and his opponent must be attacking him with a Dagger, Kris, Hatchet, Handaxe, Short Sword, Trident or SMALL monster weapon. It will apply to any special or unusual weapons of length 1-3 at the discretion of the referee. The defense levels apply only against one opponent at a time, who must be toward the thief's front or dagger side. If the thief is using double weapons he can only use this ability with one weapon at a time. The Tricks ability allows the thief to use any single blow to attempt to Disarm or Tangle Weapons with his opponent (the Disarm ability does not work vs. a monster's own body weapons, i.e. small claws). If the Disarm ability is used, a successful hit will require the opponent to roll a Physical saving throw or drop his weapon. If the Tangle Weapons ability is used, a successful hit will cost the opponent 1 blow automatically, and the weapons will be tangled until the opponent makes a successful Physical saving throw (1 attempt per blow lost, after the lost blow).

Dagger draw: The 1st level ability allows the thief to draw a dagger faster than normal. The thief will lost 0-3 blows instead of the standard 1-4 blows when having to draw the weapon. The third level Quickdraw ability allows the thief to draw the dagger even quicker: a four-sided die is rolled; a roll of 1 means that the thief loses no blows, and can throw the dagger immediately, as if a first archery shot; a roll of 2 means the thief loses no blows, but must pause slightly before throwing, as if a second archery shot; a roll of 3 means the thief loses no blows, but may not throw the dagger that phase; a roll of 4 means roll again as if a 1st level Dagger Draw, losing 0-3 blows. These abilities can be used even if the thief is already fighting while using one dagger, and the thief can have a maximum of 3 daggers prepared for use with these abilities (i.e., special scabbards in planned positions). Prerequisite: Dagger Attack +2 or better.

Dagger sure strike allows a thief to do extra damage on an individual dagger blow under the following conditions: first, the target must be unaware of the presence of the thief (or completely surprised); second, the blow must be the first blow for that thief of that phase; third, the thief must be using only that dagger for a weapon that phase, and not attempt to use two weapons. The chance of a Sure Strike to hit is based on the attack level of the thief vs. only the magical and/or clerical defense levels of the victim. The physical armor of the victim determines the basic chance to hit, adjusted by those relative levels. Thus a thief attacking at 6th level with a Dagger Sure Strike attacking a man in Chain armor (class 5a) has a basic chance to hit of 35 or less on a 0-99 roll. Adding his 6 attack levels (6x3=18) he adds 18, and needs to roll a 53 or less to hit, if there are no magical or clerical bonuses to help his target. If the thief is successful in the sure strike, he does the listed multiple of normal damage. This ability represents striking for a vital spot when the victim isn't preventing you from doing so. NOTE: This ability is not usable with Kris.

Dagger throwing accuracy allows a thief to adjust his archery rolls by the specified amount, when throwing a dagger. The Critical abilities (5th, 6th and 7th level) work like the Bow Accuracy Critical abilities.

Dagger range extension increases the maximum throwing range for a dagger to 12".

Detect clerical item allows a thief to examine an object, and, with the listed percentage chance, determine whether the object under examination is clerical. This does not allow the thief to notice the presence or casting of clerical spells, but only the holy source of an item. In most cases the thief must be able to observe and handle the item in question for this ability to be accurate. A distant look would not suffice.

Detect evil or good allows a thief to examine an object and, with the listed percentage chance, determine whether the object was manufactured by and for Good or Evil beings, by means of examining inscriptions, details, etc. He does not have to handle the object for this examination, but must be able to closely observe it for one turn.

Detect illusion allows the thief an increased chance of detecting an Illusion upon examination. It will not help a thief versus the spell Phantasm or other immediate effects, but will enable the thief to spot flaws in continuing illusions. In cases where a Belief saving throw is involved, the thief's saving throw is adjusted in his favor by the listed percentage.

Detect magic items allows a thief to examine an object, and, with the listed percentage chance, determine whether the object under examination is magical. This does not allow the thief to notice the presence or casting of magical spells, but only the enchantment of items. In most cases the thief must be able to observe and handle the item in question for this ability to be accurate. A distant look would not suffice.

Detect noise allows a thief, through practice, to improve his hearing. The thief's hearing is improved by the listed percentage, after any racial or other special modifiers are applied. Thus an elven thief would adjust in addition to his bonus for being an elf.

Detect shifting walls allows a thief to have the listed percentage chance of spotting clues that will tell him that he is nearing a wall that can be shifted on hinges or pivots, or that slides or shifts in some other manner.

Detect sloping floors allows a thief to detect, with the listed percentage accuracy, whether there is a slight slope or change in slope of the surface he is travelling.

Dice manipulation allows a thief to manipulate dice with a 90% chance of not getting caught. He will succeed in his manipulation the listed percentage of the time. Penalties for the 10% of the time he does get caught may vary with the circumstances.

Direction finding & accuracy: The first level ability allows the thief to find North in outdoor and some indoor settings (referee discretion) from clues of light, visible sky, etc. The second and third level abilities give a percentage chance of correctly determining the current compass heading after a series of twists and turns, or after a prolonged chase.

Disguise: The basic Disguise ability allows a thief to conceal his identity from casual observations or search by means of clothing, makeup and other means, including the ability to create makeshift disguises in emergencies, changing his speech and walk to fool constables, etc. The 3rd and 4th level abilities add the listed percentages to the thief's chance to succeed in his disguise attempts. The 5th level Doppelgang ability allows a thief to disguise himself as any person he has had the chance to observe, with a 90% chance that he will not be immediately recognized as a fake. The person being imitated must not have any physical characteristics that would be impossible for the thief to approximate (i.e., a six-foot-tall thief could not disguise himself as a six-inch-tall pixie without some means of becoming six inches tall).

Dodge missiles gives the thief a better chance to avoid getting hit by archery. The thief must clearly perceive the projectile and the archer or thrower. The 2nd level ability gives a 5% bonus vs. thrown projectiles and the 3rd level ability gives a 5% bonus vs. arrows. The 4th and 5th level percentages apply to all projectiles.

Double dagger attack allows the thief to subtract the listed number of attack levels when using double daggers, instead of the normal -4 attack levels. The thief can adjust his attack levels by any abilities he has in the weapon. Prerequisite: Dagger Attack + 2 levels or more.

Double dagger draw: The 2nd level Basic ability allows the thief to draw a pair of daggers faster than normal, as in Dagger Draw (1T). The 4th level Quickdraw ability allows the thief to draw a pair of daggers as in Dagger Quickdraw (3T). The thief may have a maximum of 2 pairs of daggers prepared for use with this ability. Prerequisite: Dagger Attack + 2 levels or better.

Double dagger throw allows a thief to throw 2 daggers a phase, at the same target, instead of only 1. The subtraction listed is a penalty from both shots. The thief's existing Dagger Throwing Accuracy bonuses are added, and can help counteract the penalty. Prerequisite: Dagger Throwing Accuracy +10% or better.

Double short sword attack allows the thief to subtract the listed number of attack levels when using double Short Swords as weapons, instead of the normal -4 attack levels. This ability can also be taken (separately) for any of the following pairs of weapons: Short Sword and Dagger; Double Hatchets; Double Trident; Trident and Dagger; Kris and Dagger; or Double Kris. The thief can adjust his attack levels by any abilities he has in the weapons. The thief can adjust his attack levels by any abilities he has in the weapons in use. Prerequisite: the thief must have at least +2 attack levels in any weapons used with this ability.

Echo walk allows a thief to walk in total darkness or blindfolded at a speed of 3" per phase, with the listed percentage chance of success. Unless specific traps have been set, the thief will be able to move with whatever level of silence his other abilities allow. The thief, using this ability, is maneuvering by hearing, touch, sense of smell, etc. This ability may not be used to travel through a melee in progress.

Entertaining allows a thief to entertain (sing, tell stories, etc.) better than normal. The thief gets to add the listed multiples of his charisma to his success chance. This ability could be used to distract people by telling them stories in a bar, or to keep an audience busy while something is going on behind them, etc.

Escape from restraints allows a thief to act like Harry Houdini, at least within limits. The 2nd level basic ability allows a thief to escape from normal confinement (ropes, simple shackles, nets, etc.) 50% of the time. The higher level abilities allow the thief to add the listed percentage to his chances. This could easily result in a total higher than 100%. Don't worry. This allows for the confiner's skills to be taken into account (see Tie Up With Ropes).

Estimate range allows a thief to do a visual estimate of any distance accurate within the listed percentage.

Estimate volume allows a thief to do a visual estimate of the volume of a room or object with the listed percentage accuracy.

Evaluate treasure allows a thief to estimate, to within the listed accuracy range, the value of normal treasure items, such as gems, statuary, etc. It would not automatically allow him to know that an item was rare and valuable in a place outside of his experience, such as spice or cloth from another world. It also does not permit an evaluation of magical items, other than for the value of their constituent materials.

Extra arrow allows a thief to fire an extra (normally third) arrow from whatever type of bow he is specialized in, but with the listed subtractions from all of the arrows he fires that phase. The thief may add in any favorable adjustments for abilities. The subtraction represents reduced

aiming time. Prerequisite: Bow Accuracy + 10% or better in the bow being used.

Fast talking allows a thief to talk his way out of tight spots. He may add the listed modifiers when using this ability. Any other abilities he may have (Lie Convincingly, Con) might also help (or hinder, if he's not very good at them) his chances.

Fist attack allows a thief to add to his attack level when using unarmored fists as a weapon. The 4th level Extra Blow ability will allow a thief to get one extra blow with his fists per phase, after any adjustments for speed class are made. Notice that you do not lose any attack levels for using double fists, since they are attached to your body and you are more familiar with them. (This is why animals don't lose attack levels for attacking with two or more body weapons.)

Forgery allows a thief to forge handwriting he has available for copying, with the listed percentage chance that it will not be spotted immediately as a forgery. It also allows the thief to draft authoritative documents from supposedly distant people that will have the listed percentage chance of being taken for authentic. (Fake diplomatic papers, letters of credit, etc.)

Game of skill allows a thief to add the listed percentage to his die rolls in gambling situations, without cheating. Of course, if his opponents are cheating, he still may not win.

Grappling hook allows the successful casting and use of a grappling hook across distances, with the chance of success being equal to (ability % - (1 per 1/2" of distance of throw)).

Heist from packs and bundles allows a thief to remove objects from or place objects into a backpack or a bundle (worn or carried by someone) with the listed percentage chance of not being detected.

Horsemanship allows a thief to add the listed percentages to the chance of succeeding at difficult maneuvers when riding a light or medium horse.

Identify clerical item allows a thief to examine a clerical item, and with the listed percentage chance of being correct, determine its basic function. Prerequisite: Detect Clerical Item.

Identify magical items allows a thief to examine a magical item, and with the listed percentage chance of being correct, determine its basic function. Prerequisite: Detect Magical Item.

Identify metals allows a thief to examine a metallic object, and with the listed percentage chance of being correct, determine its basic composition. It does not allow the thief to identify metals with which he is not familiar, or things that are not metal but appear to be (i.e. mylar balloons).

Identify poisoning will allow a thief to, after observing the physical symptoms of the victim, get a general idea of what type of poisoning a victim has been subjected to. This is most useful in cases where antidotes are available. Prerequisite: Poison Use and Manufacture, Safe Use.

Increased memorization allows a thief to increase his memory. The thief may add the listed percentage to his chances of memorizing maps, charts, floor plans, trails, etc. (Anything where the thief is trying to remember things once seen or heard.)

Jam portals allows a thief to set up blockages that will prevent a portal from being opened by anything except the application of magic or brute force. (Materials may be needed, at the discretion of the referee and depending upon the portal.)

Jewelry smithing allows a thief to cut and/or reset gems and jewelry with a chance of not losing any value. The 2nd, 4th and 6th level abilities allow a thief to reset gems or modify jewelry with the listed percentage chance of not losing any value and not being recognizable. The 5th, 7th and 8th level abilities allow the thief to cut gems with the listed chance of success. Prerequisite: Evaluate Treasure +/- 25%

Jimmy portals allows a thief to open a door, window, shutter, etc., that is closed but not locked, without making significant noise. A being deliberately and closely listening to the other side of the portal would know of the thief's efforts, but casual passersby would not.

Juggle allows a thief to learn to juggle simple objects. The basic ability gives the thief the skill of someone who just learned to juggle (uses just 3 balls in a basic pyramid, missing fairly often). The higher levels give more skill and allow fancy maneuvers (juggling knives, plates, etc.) When combined with Entertaining or other skills, it can be used to enthrall a crowd, to keep their attention from the actions of the thief's associates.

Jumping and leaping allows a thief to do all sorts of maneuvers involving jumping and leaping with a better chance of success (i.e., leaping from a balcony and hitting the ground running, dodging aside out of melee, jumping across crevasses, etc.). The thief will adjust his die rolls by the listed percentages in attempting this sort of maneuvers.

Lie convincingly allows a thief to attempt to lie his way out of situations with a straight face and a forked tongue. Add +4 to his apparent charisma while dealing with the situation in this manner.

Lip reading allows a thief to read the lips of anyone visible to the thief (within 12", unless the thief's vision is magically aided), and who is speaking a language known to the thief.

Locksmithing allows a thief to make or alter locks. The 1st level ability allows the thief to make basic locks. The higher abilities allow the thief to make locks that are harder to pick (adjusted by the listed percentages).

Lore mastery: This is otherwise known as an area of expertise. Representing study on the thief's part, the skill gives the listed bonus to the thief's chance of quickly and accurately recalling detailed information related to the current situation that is within the thief's Lore field. For example, if the thief has made a study of Famous Magical Weapons, he has the stated multiple of Intelligence % chance of spotting a famous weapon that pops up. (A popular fictional example is in the movie Butch Cassidy

and the Sundance Kid, when the two characters spot and identify the lawmen tracking them. Obviously, their field of study had been Famous Lawmen.) A thief can plot out any field of study that is accepted by the referee.

Manipulate objects with feet allows a thief to use his feet as a second set of hands, to some extent, especially for the purpose of retrieving objects out of reach, using keys to unlock unreachable locks, and other such feats (sorry!) used in escapes while the hands are tied. The listed percentage is the chance of success in any one operation using the feet.

Map making and reading allows the thief to make and read maps of various degrees of complexity. The basic ability covers making maps of the ordinary sort in such a way as most anyone can read them correctly. The higher level abilities allow the thief to make "secret" maps which are harder to read, having the stated percentage of being misread by the average person. These can read correctly by someone known to the thief (if the thief decides to make them in that way), or possibly by any thief with the map read ability. The chance that another thief will read a secret map correctly is increased by 10% for each level of map ability he has taken.

For anyone who misreads a map, half of the time they will think they read it correctly, and the other half they will realize that they do not understand it.

Mimic animal sounds allows the thief to mimic animal sounds that the thief has heard, with the listed chance of success.

Mimic movement allows a thief to imitate the walk and physical gestures of anyone he has had the chance to observe, with the listed percentage chance that a normal observer will believe that he is really the person being imitated.

Mimic voices allows a thief to successfully mimic the voice of anyone he has heard, with the listed percentage chance that the listener will believe that it is really the person being imitated who is speaking.

Misdirection allows a thief to successfully distract a viewer from something that the thief doesn't want him to see, hear or otherwise perceive. This ability, which can be added to the Entertainment, Con or Lie Convincingly chances (at referee discretion, and depending on circumstances) adds a success chance of a multiple of the average of (Intelligence, Dexterity and Charisma). Thus, a thief with Intelligence 11, Dexterity 15 and Charisma 13 would add a multiple of ((11+15+13)/3)=13% for each level of the ability.

Move silently allows a thief to move silently enough that he escapes detection by listeners the listed percentage more often than a normal man under similar conditions does.

Note poisoned mechanisms allows a thief to examine a lock or other mechanism and, with the listed percentage accuracy, tell whether it is designed to poison someone trying to open the lock or activate the mechanism without precautions, by means of lockpicks or other ordinary (not magical) means.

Outdoor knowledge (per terrain type) allows a thief to add the listed percentage when doing almost anything (tracking, moving silently, spotting traps, etc.) in the terrain he has knowledge in. A sample of terrain types includes: Arctic, Caves & Caverns, Desert, Forest, Hills, Mountains, Plains, Swamps. Note that this is especially useful in spotting something wrong with otherwise familiar terrain (creeping sands, walking trees, etc.).

Parry bonus and extension: The Bonus ability allows a thief to gain the following advantage when parrying: If the thief is using a dagger or other permitted thievish weapon, he may parry more accurately due to his quickness and training. This means that his parry subtracts more from the opponent's chance to hit the thief. As a result, the parry moves one parry class in favor of the thief (i.e., a 25% parry becomes a 33% parry, or a 50% parry becomes a 75% parry. See Parry Rules in the Combat section). The Dagger Extension ability allows a thief to adjust the range of weapons parried by +/- 1 length of weapon. This ability does stack with Parry Bonus. The 2nd Weapon parry ability allows the thief to parry with any one-handed permitted thievish weapon as a second weapon, without suffering the second-weapon parry penalties.

Pick locks allows a thief to, with the listed percentage chance of success, open a normal lock, as long as he could physically reach it with his hands and simple manipulative tools (lockpicks, etc.). Note that normal locks do not include magical or highly technological locks beyond the abilities of physical effort.

Pick pockets allows a thief to pick the pockets of a normal person with the listed percentage chance of success, adjusted up or down for special cases (i.e., picking another thief's pocket has less chance, depending on that thief's detection abilities, while taking candy from a sleeping baby is usually much easier).

Play dead allows the thief to play dead, adding the listed percentage to a normal person's chance of success. The chance may be adjusted up or down depending on many factors, the most important of which is the amount of damage that appears to be on the thief (real or prepared fake damage). It's hard to convincingly play dead when your attacker knows he barely touched you, and you have no other damage showing.

Poison use and manufacture allows a thief to safely handle and use poisons. The higher level abilities allow the thief to make poisons and their antidotes. The 3rd level Traps ability has a prerequisite of Set Traps (basic).

Quarterstaff attack allows a thief to add to his attack level with a quarterstaff. The 4th level Extra Blow ability will allow a thief to get one extra blow with his quarterstaff, after any adjustments for speed class are made.

Quarterstaff defense allows a thief to use a quarterstaff to add to his defense level, as in Dagger Defense, but with the range of weapons that can be defended against ranging up to Length 5. The 5th level Tricks ability allows the thief to strike to disarm, tangle or trip his opponent. If the thief announces before the blow that he is striking to Disarm, a successful hit requires his

opponent to roll a Physical saving throw or lose his weapon. Any critical hit rolled on a successful Disarm is automatically a Weapon Hand critical hit. If he rolls to Tangle weapons and hits, the weapons are locked until his opponent rolls a successful Physical saving throw (1 attempt per blow victim loses, rolled after the lost blow). The Tangle ability can only be used if the thief has a 50% or better chance of parrying the opponent's weapon. If the thief rolls to Trip his opponent and hits, the opponent loses 1 blow with his own weapon and must make an Entanglement saving throw or fall to the ground.

Quarterstaff gripping: Because a quarterstaff is a two- handed weapon, a thief with this ability has a better chance of holding onto his weapon after certain surprise, critical hit or fumble results. If he would otherwise drop his weapon, he must roll a Physical saving throw. Success means that he merely juggled the weapon momentarily, losing 1 blow.

Read extra language allows a thief to learn to read 1 extra language of his choice (beyond his normal allotment), limited only by the availability of a teacher (see language rules). Prerequisite: the thief must have intelligence of 9 or greater.

Sap allows a thief to use a sap or similar object to strike an opponent and attempt to knock him unconscious. The basic chance to hit is determined as if the thief were using Armored Fist. If he hits, he does 1 die of damage (-1 point for the 4th level ability, and -2 points for the 5th level ability), and has the listed percentage chance of knocking his opponent out for 1-6 turns. The thief may not use another weapon simultaneously with the sap, since the sap must be aimed more carefully than such double use of weapons would permit.

Sap sure strike allows a thief to use a sap under the same conditions as in Dagger Sure Strike and with the same benefit that the victim will be defending without benefit of levels or skills. This gives the thief an added chance to hit, which may be used with any of the other Sap abilities, which will determine the chances of knocking out the victim and the amount of damage done. Prerequisites: Dagger Sure Strike x3 or greater, and Sap (any level).

Secret panel building: The basic ability allows a thief to design and build secret panels in walls and containers, in order ton conceal small compartments. The 3rd and 4th level abilities add the listed percentages to the concealment of the panels.

See in dark allows a thief to distinguish objects 50% farther away in darkness than a normal character of his type without this ability. The actual distances depend on degree of darkness, and are thus at the referee's discretion.

Set false trails allows a thief to set false trails that might distract normal trackers from his real trail. The 4th, 5th and 6th level abilities add the listed percentages to the success of laying a false trail.

Set traps allows a thief to design and build basic traps, ranging from pits to spring-loaded treasure chests. The higher level abilities add to the success chance of the trap and add to the chance that the trap will go off if some poor thief is bypassing the trap.

Short sword attack allows a thief to add to his attack level with a short sword. The 5th level Extra Blow ability will allow a thief to get one extra blow with his short sword, after any adjustments for speed class are made. This and other Short Sword abilities could be taken with Hatchet or Trident instead.

Short sword defense allows a thief to use a short sword to add to his defense level under certain circumstances: the thief must be using a short sword to attack or parry with, and his opponent must be attacking him with a Dagger, Kris, Hatchet, Handaxe, Short Sword, Trident, Longsword, Narrow Falchion or a Small Monster weapon. This ability will only work against a single opponent who must be attacking from the thief's front or weapon side. If the thief is using double weapons, this ability can be used only with one weapon at a time. The Tricks ability works like the Dagger Defense Tricks ability.

Short sword draw is like Dagger Draw, but no more than 2 short swords may be prepared for use with these abilities.

Short sword throwing accuracy allows a thief to throw a short sword and adjust his archery rolls by the specified amount.

Skulking gives a thief the basic ability to move without being noticed. It allows him to use cover, blend with shadows and judge when to move or not to move. This ability will successfully hide him from normal men the listed percentage of the time, with adjustments for special circumstances (beings with better or worse vision or other senses), with adjustments at the referee's discretion. The 4th level Freeze ability allows a thief to stop absolutely in any position permitted by the force of gravity and other outside influences. This ability helps protect a thief against detection by things listening to his footsteps or noticing his motion.

Sleep drugs allows a thief to safely handle and use sleep drugs. The higher abilities allow the thief to make sleep drugs. The 3rd level Traps ability has a prerequisite of Set Traps (basic).

Sleight of hand allows a thief to perform classic sleight of hand (legerdemain) with the listed percentage chance of success. This is classic stage magic (pulling a coin out of an ear, etc.) and can be combined with Misdirection, Entertainment and other abilities of a similar nature.

Sling accuracy: The 1st through 3rd level abilities allow a thief to adjust his archery rolls by the specified amount, when using a sling. The 4th level ability allows the thief greater long-range accuracy, and his shots are figured at only twice their actual range (instead of the normal 3 times range for a sling--see archery rules). The 5th level Critical ability works differently: the thief may take 1 shot per phase and specify that he is trying to Critical. If, after all adjustments have been made, the thief hits by at least 80 (as in Bow Critical), the shot was a critical hit and is rolled as such. This ability has no effect on naturally rolled critical hits.

Spot hidden items allows a thief to spot concealed items the listed percentage more often than a normal character under similar conditions. This, like all similar bonuses, add to any special characteristics or special bonuses (elven vision for an elvish thief, for example).

Spot hidden portals allows a thief to spot concealed portals (hidden doors, panels, windows, etc.) the listed percentage more often than a normal character under similar conditions.

Spot thievish activity gives a thief the listed percentage chance of spotting ongoing thievish activity by a thief of his own level, or the results of such activity. This percentage is adjusted by 5% for each level difference between the two thieves, in favor of the higher thief. Thus, a 15th level thief would get a 3 x 5 = 15% bonus vs. a 12th level thief.

Spot traps in mechanisms gives a thief the listed percentage chance of spotting a mechanical (NOT magical) trap device designed into a mechanism (lock, chest lid, door hinge, etc.).

Spot traps in terrain gives a thief the listed percentage chance of spotting a mechanical (NOT magical) trap outdoors. This ability works in all normal terrains, but might be adjusted for circumstances or for any Outdoor Knowledge abilities that might apply.

Start fires: The 1st and 2nd level abilities allow a thief to start fires with basic equipment (flint & steel, two rubbing sticks, etc.) more rapidly than most normal men, as well as allowing him the ability to pick what spot on an object is best to light in order to efficiently set the object on fire. The thief is also more successful (by the listed percentage) in starting fires under difficult circumstances. The 4th level Arson ability allows a thief to judge and achieve the best way of setting fire to a structure or object in order to quickly and efficiently destroy all or part of it. Equipment is necessary for use with the arson ability in cases where the structure is not readily flammable.

Streetwise: The urban equivalent of Outdoor Knowledge, this ability allows a thief to have the stated percentage bonuses in spotting, surviving or taking advantage of circumstances in cities or towns. The bonus would apply to figuring out which beggars are really phonies, which constables are on the take, which alleys conceal muggers, etc.

Surprise bonus allows a thief to be surprised less often. Adjust surprise rolls involving the thief by the listed percentage. Prerequisites: Spot Hidden Items and Detect Noise to the same % as the Surprise Bonus.

Tangle net gives the thief the stated percentage bonuses to his archery shot when throwing a tangle net at an opponent. A thrown Tangle Net uses the same archery table as a thrown Warhammer.

Taste analysis allows a thief to identify compounds by taste, within the limits of his personal experience, including potions of types he has previously tasted. This ability also gives him a bonus of subtracting 2 from each die of poison damage in case the compound is poisonous, since he can identify it more quickly and spit out any excess traces before swallowing.

Tell truth convincingly allows a thief to tell the unbelievable truth with a better chance of being believed. Add 4 to the thief's apparent charisma when using this ability.

Tie up with ropes ability allows a thief to tie up any humanoid or similar being efficiently enough that the being only has a chance equal to (Average of Dexterity and Agility of tied-up being) percent chance of untying himself per hour. The higher abilities add the listed percentage to the chance that the victim will stay tied up. (See Escape From Restraints)

Tightrope walk allows a thief to walk a narrow object, including ropes, with the listed percentage chance of successfully crossing that object without the use of emergency procedures (grabbing onto the rope with hands, etc.). The basic chance is adjusted as follows: add the thief's Experience Bonus percentage, and subtract 2% for each 5 miles per hour of wind, and 2% for each turn past the first that it takes to cross. The crossing is made at speed 3" per turn.

Tracking allows the thief to add the listed percentage to his chance of successfully tracking any being or creature. The chance will be modified for circumstances, the creature being tracked (it is very hard to track a bird, for example) and may be modified by applicable outdoors knowledge that the thief might have.

Treasure finding allows a thief to find, with the listed percentage certainty, treasure rooms and treasure hiding places in and around lairs, as long as they are only concealed by non-magical means. Of course, other abilities, such as Detect Illusion or Detect Shifting Walls, may add if those things conceal the treasure.

Ventriloquism allows a thief to throw his voice to nearby objects, with the listed percentage chance of not being caught at it. The location of his voice must be within 2" of his real location.

Weapon abilities (generic): This listing is merely to assist the referee in adding appropriate weapons not listed. The weapons listed in the regular tables above are those appropriate to a medieval European setting. If, for example, your campaign were set in medieval Japan or ancient Egypt, you would want to use weapons appropriate to the setting. The generic chart is for weapons that are basically melee weapons, but can be thrown in a pinch. If a weapon is mainly a throwing weapon, use the Dagger Throw abilities as the basis for throwing (i.e. Japanese throwing stars or comparable weapons). Remember, before adding a weapon, consider whether it would be appropriate for a thievish character in your campaign. (A trident is appropriate underwater, a throwing star is not.)

A partial list would be: Kris, Hatchet, Trident, Throwing Star.

Strongholds

For reasons of playability of the game, rather than ones of historical accuracy, there are restrictions on building castles and other fortifications that are based on the level of the characters involved, rather than the permission of the local royalty. Within the game, the following limits apply: unless otherwise stated, no character may build a permanent stronghold unless the character is at least 9th level. Clerics may build strongholds when they reach 8th level. Magic users may build strongholds when they reach 11th level. Combination character classes may build a stronghold when they reach the level at which the lowest of their combined classes could begin construction.

Only characters that possess a stronghold may hire alchemists or armed bodies of men. Only characters of a level sufficient to allow them to build a stronghold may hire men of any kind on a permanent basis, or for longer than a specific single task. Characters of sufficient level to build strongholds may share the building or ownership of a stronghold, or may simply rent space in an existing stronghold from one another.

The speed with which your stronghold is completed will be dependent on the size, and the number of men you have working on construction. The Hiring Rules will give you most of the information you need about hiring your work force. If there are limits to the local population, the referee should determine whether or not sufficient workers are available to complete your work immediately, or if there must be some delay.

The following restrictions apply to your work force in constructing a stronghold: unskilled laborers can only be used for clearing land and for digging through either earth or rock. During actual construction of walls or buildings, the bulk of your work force should be semi- skilled, with at least 15% of the total work force being skilled laborers, and 5% being craftsmen.

In addition to the labor costs of construction, the following are the costs of tools and other expenses that come up during construction.

Clearing land for construction can be done by unskilled laborers at a rate of 100 square feet per man per day (hereafter called sq. ft./man-day), at a cost of 5 copper pieces per 100 sq. ft. Wooded or rough terrain can be cleared at rate of 50 sq. ft/man-day, and cost of 10 copper pieces for that unit.

Digging dirt, for moats and ditches, as well as for setting foundations, can be done at the rate of 60 cubic feet of dirt per man-day. Temporary shoring, for ditches and such, costs 10 copper pieces per cubic foot of ditch. More permanent shoring, for moats, costs 15 copper pieces per cubic foot. Building earthworks takes less support and thus costs only 5 copper pieces per cubic foot.

Digging through rock can be done by a force that consists of no more than 75% unskilled laborers. The rest must be at least semi-skilled, with appropriate numbers of foremen. Digging rock can be done at the rate of 15 cubic feet per man- day, and at a cost of 1 silver piece per cubic foot.

From this point on in the construction, all work must be done by workers who are at least semi-skilled. In all construction from this point on, no more than 1 man per 50 square feet may work on the construction.

Wooden Construction: Wooden stockade walls may be built, either as a temporary fortification, or a cheap one. These walls may be built at a cost of 1/2 gold piece per square foot of wall, with a maximum height of 20 feet. Such walls can be constructed at a rate of 100 square feet of wall (not area surrounded by the wall) per man- day. Wooden buildings may be constructed at a rate of 3 sq. ft/man-day per story of height. The cost of wooden buildings is based on height, since taller buildings must be stronger. A one story wooden building would cost 4 silver pieces per square foot to build. A two-story building would cost 1 gold piece per square foot. Three stories would cost 1.6 gold pieces per square foot. Four stories would cost 2.2 gold pieces per square foot. Wooden buildings may not be built taller than four stories.

Stone Construction: Stone walls may be built, for fortifications, at a rate of 50 cubic feet of stone per man-day. At the discretion of the referee, this may be adjusted due to terrain, especially if blocks of stone are not available nearby. In any case, stone walls cost 3 silver pieces per cubic foot of wall. Add 5% to this cost if passages are built running within the wall itself. Also add 5% per foot thicker than 6 feet thick, and 2% per foot higher than 20 feet, up to a maximum of 50 feet.

Stone towers are built at a rate of 30 cubic feet of stone per man-day. Round or curved walls and towers cost 1 gold piece per cubic foot of walls. Add 5% to this per foot thicker than 3 feet thick, and 2% per foot higher than 30 feet high, up to a maximum of 100 feet high. Square towers are built at a cost of 5 silver pieces per cubic foot of walls. Add 5% per foot thicker than 3 feet thick, and 2% per foot taller than 30 feet, up to a maximum of 60 feet high.

Other stone buildings are built at a rate of 1 sq. ft/man-day per story. One story costs 1.3 gp/sq. ft. Two stories costs 3 gp/sq. ft. Three stories costs 6 gp/sq. ft. Four stories cost 9 gp/sq. ft. Like wooden buildings, these stories are roughly 10 feet in height.

Add 10% to the cost to provide for furnishings, and such things as stairs, windows, etc. Add another 10% if the buildings are intended as fortifications in case of siege or war, to cover defensive equipment. Add fancy fixtures to taste. Read a good book, such as Castles, by Oman, to get ideas of just what is possible.

A “stronghold” does not have to be a fortified manor or castle. It can just as easily be a cathedral, a wizard's tower, a thief's hideaway, or whatever your character could call home. You should design yours to fit the needs of your characters.

Hirelings

Only those characters of sufficient level to build a Stronghold (see Construction of Stronghold rules) can hire workers on a permanent basis, or can hire fighters to act as a standing army. Below that level, characters may only hire

workers to work on a specific job of short duration, at the discretion of the referee.

The table for hiring workers and fighters assumes that the characters live in or near a large center of population, either a city or an area with a lot of trade. If this is not the case in your world, adjust the chances of finding workers and fighters accordingly.

The column entitled “Type” should be obvious, since it describes the type of worker or fighter you are attempting to hire. Specific Craftsman is for things like metalsmiths and woodcarvers. Artisan is for such occupations as sculptors, painters and such. Sea captains and caravan leaders should be paid and hired as if Artisans, if you expect them to be any good. Obviously, the availability of sailors and rowers is dependent upon their being a large body of water nearby. If you were in the middle of a desert world, there wouldn't be very many sailors. In addition to their uses in building Strongholds and other things, the classifications of laborers will help the referee in deciding how easy it is to hire workers for various jobs. For example, wagon drivers would be semi-skilled laborers, while loaders for a hay wagon need not be skilled at all. For any job, a minimum of 1 Foreman is usually needed per 20 laborers.

The second column of this table indicates the number of persons responding to your advertising, at the basic cost of 1000 gold pieces per week spent at the nearest population center. This advertising takes the form of posted flyers, word-of-mouth, and agents deliberately looking for men for you. In those cases where a range, say from 2-12, is indicated, this means that that many people responded to your ad campaign, and can be hired. If a percentage chance is indicated, this is the percentage chance that someone fitting your needs has answered your ads.

Salary per month is also pretty obvious, except for the case of Architect. An Architect is paid an amount equal to l % of the total cost of whatever you ask him to design.

Advertising to find your help can be combined among all of the different types you wish to hire. The cost of advertising is 1000 gold pieces per week, for as many of the different categories as you wish. For those categories where there is only a percentage chance of a response, you may double the chance of a response per week by either tripling the cost of advertising spent (i.e., 3000 per week), or by adding 50% to the salary being offered per month. Thus, if you advertise that you are willing to hire an Armorer at a salary of 150 gold pieces per month, you will have a 30% chance per week that someone will take the job. The chances may not be adjusted beyond this amount.

Due to their special position in the society, Clerics may hire workers and fighters at a much lower rate of pay, since the workers and fighters may feel that the spiritual benefits (and free healing) are worth the difference. Therefore, Clerics may hire help at wages of 1/2 those listed, but with only 1/4 the response per week. Clerics need only 250 gold pieces per week in advertising costs.

Hiring Fighters and Workers

Type of Hireling	Number Per Week	Salary Per Month
Unskilled Laborer	4-24	2gp
Semi-skilled Laborer	3-18	4gp
Skilled Laborer or Foreman	2-12	7gp
Specific Craftsman	15%	25gp
Artisan	25%	100gp
Architect	40%	1% cost
Engineer	10%	750gp
Animal Trainer	10%	500gp
Armorer	15%	100gp
Light Foot	2-12	5gp
Heavy Foot	1-6	7gp
Basic Archer	2-12	12gp
Crossbowman	2-12	10gp
Longbowman	1-6	15gp
Light Horseman	2-12	20
Medium Horseman	2-12	30
Heavy Horseman	1-6	45
Light Horse Archer	1-6	30
Medium Horse Archer (crossbow)	1-6	45
Sailor	1-6	10
Rower	2-12	5

Hirelings for Expeditions

Hirelings of the listed character classes may be advertised for using the same rules given above. In addition, however, no hireling may ever be more than 1/3 the level of his employer. Character-class hirelings start at first level. Their characteristics are generated as noted below, and they progress using the given rules. A hireling who advances to beyond 1/3 his employer's level will terminate employment. A hireling of castle-building level also terminates.

Hirelings are treated as non-player adventurers to a degree. Roll 8 + 1d4 for each characteristic, except 10 + 1d4 for the prime requisite. Dwarves roll 14 + 1d4 for Strength and Constitution. Do not roll a Special Characteristic. These characters have somewhat self-effacing personalities (or they wouldn't be hirelings), but they have a well-developed sense of self-interest and a mercenary attitude (or, again, they wouldn't be hirelings). Gifts by their employer of good equipment and magical artifacts will go a long way toward winning their loyalty and avoiding unfavorable morale modifiers. Standing loans of equipment for expeditions don't count. Note that hirelings are paid by the expedition as well as by the month.

Hireling adventurers do not advance by the normal rules. Instead, a hireling receives 10% of the base experience for an adventure. Use the usual table for experience per level and Hit Dice. The employer's own experience is not reduced.

A player should negotiate with the referee when trying to influence a hireling's choice of new spells or abilities. Charisma and Thievish abilities are in order here, but in general, the employer's wishes should be respected.

Hiring Specialists			
Type	Chance/wk	Advertise	Salary/mo
Assassin	5%	5000	2000
Sage	5%		2000 + exp
Ship Captain	10%		250
Smith	15%		25
Spy	5%	3000	500
Apprentice Alchemist	12%	250	250 + exp
Journeyman Alchemist	8%	1000	1000 + exp
Master Alchemist	4%	5000	5000 + exp

Hiring for Expeditions				
Type	Chance/wk	Advertise	Salary/exp	Salary/mo
F	50%		300	150
C	15%		600	250
M	15%		1500	300
E	8%		1000	250
D	3%		1500	500
H	2%		300	150
T	15%		400	250

Magic Item Construction

There are several basic rules about the general use of magic items that should be mentioned here. These rules apply to any magic item unless specifically stated otherwise.

First, there are two basic types of magic items. One type is the item that is always "turned on", or active. These include such effects as armor and weapon bonuses and Resistance spells. A complete list of permitted always-on effects is given later. The other type is the item that must be "activated" specifically in order to be used. This type includes most wands and staves, and almost any item that acts for a limited duration at one time. The Special Powers of an intelligent weapon often fall in this category, as do many rings.

In general, using a magic item that must be activated is the same as casting a spell, in that you may do this no more than once per Turn (6 Phases). Thus, you could not activate a magic item in Phase 1 of Turn 1 and then another item in Phase 2. The second item could not be activated until Phase 1 of Turn 2. You could also not cast a spell (magical or clerical) less than 6 Phases after activating a magic item.

With only a few exceptions any item that uses charges, either on a daily basis or total storage, must be activated for it to be used.

Normally, any item that must be activated becomes active instantly, at the Dexterity Count of activation. The Dexterity Count for activation of a magic item is figured as follows: The Dexterity of the activator is added to a roll of 2 six sided dice (2-12); from this total, a number equal to the Level of the spell is subtracted. In cases where the item has been constructed specifically as Spell Storing, no matter which method is used to refill the item, the subtracted number should be the Spell Point cost of the spell to the caster who filled (or made) it, rather than its level. Thus, a Ring of Invisibility would take 2 Dexterity Counts to activate, and a Spell Storing Ring with Fireball in it would take 6 Dexterity Counts to activate. There are two special exceptions to this rule: Potions (which take from 1 Phase to 1 Turn to become active), and magical wands and staves, which are specifically activated by a magical spell. For wands and staves, the time delay for activation is equal to the Spell Point cost of the activation spell. Thus, a normal wand being activated by a normal Magic User would take 1 Dexterity Count for activation, since Activate Wand (1M) costs 1 Spell Point. Thus, the activation of most magic items is quicker than the casting of a similar spell (which is one of the reasons why magic items are constructed).

Potions normally stay active for 7 to 12 Turns. In addition, after the effects of a given potion fade, a time equal to the active time of the potion must pass before the same type of potion is used again. The exceptions are listed in the potion descriptions. A normal person can drink two potions per Turn, three if hastened (you can drink faster, but it does not come out of the flask faster). A potion can be poured down the throat of an unconscious person with a 1/6 chance of it being swallowed and working, and a 1/6 chance of the person choking on it and taking a die of damage. This takes one Turn.

If a continuously active magic item is somehow deactivated (either by restrictions of the item or by being temporarily dispelled or damped out) it will normally become active again 1 Turn after the shutdown, if it is not still prevented from functioning. If more than 1 Turn passes while the item is prevented from functioning, it will become active immediately when able to.

A Dispel Magic spell of sufficient power (determined relative to the level of the magic item, i.e. 6th for Wands, 8th for Staves, and 10th for most other items) would deactivate a magic item that must be activated. Such an item would have to be activated again (if possible) to turn back on. Even if the item was only activated for 1 Dexterity Count or less, it counts as a full activation for purposes of charges used or restrictions in usage per day. Thus, if an item is activated at the same Dexterity Count as it is deactivated, a charge is used up to no effect. Dispel Magic will turn off most "always-on" enchantments for 1 Turn, with the specific exceptions of the basic attack, defense and damage bonuses on magical weapons, armor and shields. Thus, a Dispel Magic would turn off a Special Power in a weapon, but not the extra Attack Levels or Damage Bonus that the weapon gives in combat, and would have no effect on the basic defense levels added by armor or shield.

A Magic Damping Field or a Protection from Magic Scroll will prevent *all* magic items from functioning while within the volume covered. Items that must be specifically activated are considered deactivated by such coverage. Constantly-activated items will turn themselves back on under the same rule as if hit by a Dispel Magic, again with the exception of magical armor and weapons, whose basic enchantments become effective immediately upon leaving a damping field or scroll.

Potions that have already taken effect but that have not yet expired count as an always-active item in the above rules. Potions that have not yet taken effect count as an item that must be activated. A potion with a gradual effect (i.e., Healing) can be terminated any time before its effect is completed, as if it were a magic item that required activation. Any partial effects that are in themselves permanent (2 points healed out of 6 to be done, for example) are not removed.

The physical destruction of any magic item immediately terminates any ongoing effects caused by the item. This means that if a scroll of Charm Person was used to charm a victim, the destruction of the scroll will terminate the Charm. However, the destruction of a magic item will not remove a permanent effect already conferred (magical damage already caused by a weapon, for example). Thus, the destruction of a Lightning Bolt wand will not remove the damage caused by an already cast Lightning Bolt from that Wand.

Some items increase the strength of a character, and use of these has some special limitations. These limitations apply to strength increases gained from spells as well. If the characters' strength is increased by more than 20 points, then the increase can only be gained once per day, and can last for no more than 12 turns. If the strength increase is between 12 and 20 points, then this can be obtained no

more often than 1 day out of every 2 (that is, there must be a full day of rest in between full days of increased strength.)

Basic Construction Rules

A Magic User of at least 11th level, termed a Wizard, may construct magic items. For this purpose, the Illusionist, Spellsinger, and Elf classes also all qualify at 11th. Spellcasters who are able to cast a 4th level spell, may only use Construction Scrolls, previously written by Wizards. Lower level Magic Users may not perform any kind of construction.

Magic construction has certain requirements and costs. First, the Wizard needs a place to do the enchantments undisturbed. A stronghold will do, or a laboratory such as an Alchemist uses (described later). Next, the Wizard completely describes the item to be built. Except for intelligent weapons, only one Wizard may work on any item, or add additional enchantments later. The construction process does not have to be an unbroken block of time, however. The Wizard is free to sneak away from time to time, but if he dies, someone else can never complete the item.

Third, the Wizard must have available the spells to be put in the item and must be of sufficient level to control them. For example, a Ring of Fire Resistance is based on the 4th level spell Fire Resistance. A Wizard can build this item if he can cast Fire Resistance as a memorized spell or has a scroll of Fire Resistance and knows the 1st level magical spell Read Magic. Note that a Wizard is automatically high enough level to handle a 4th level spell, but only a 12th level Wizard or higher could build a Ring of Energy Resistance. Quite a lot of magic item enchantments are not based on spells found in the normal spell lists, though. Using one of these special effects, enumerated later, requires that the builder use up a spell opening of the correct level to memorize the enchantment. In essence, these are construction spells that cannot be cast normally.

Fourth, the builder must expend a number of Spell Points, often thousands of points, and a number of Gold Pieces. The Spell Point expenditure represents the time and effort that go into the building and the Gold Piece cost represents the expensive special materials needed. The materials cost for most items are equal to ½ the Spell Point cost (always round up). Optionally, the referee can specify certain ingredients to be used that are difficult and dangerous to obtain. For example, a Ring of Fire Resistance might require the skin of a salamander or the tongue of a red dragon. These ingredients can be instead of or in addition to the normal Gold Piece cost.

Finally, if the Wizard is attempting to build something new for him, he may have to use the optional research rules (see below). Magic Users reading Construction Scrolls are exempt from this.

Calculating Item Costs

Items are of two types in terms of cost. Some magical items are based upon spells and have the same or similar effect. Their costs depend on the level of the spell and the Spell Point cost to the person who makes the item. So, a staff of Micro-Ball will be cheaper to construct for a Magic User who specializes in Class II magic, because the spell itself is cheaper.

Other magic items are not based upon specific spells that can be cast, but rather use the so-called construction spells. These have set Spell Point costs that in general cannot be modified by changing the level of effect, maximum range, and so on. The guideline is that if a modifier makes no difference for a particular item, it cannot be applied. Forbidden modifiers would include level of effect for an enchanted shield or making a halberd usable only by Fighters (since this is already the case).

Researching Magic Items

The first attempt to construct an item is not automatic, but must be researched. The base chance of success is 10%, modified as follows:

- +½ the Wizard's experience bonus
- +10% for each previous failure
- +5% for using Magic Analysis (3M) on an item based on the same spell,
- +10% for using Magic Analysis on an identical item
- +5% for using notes from a previous researcher who built a similar item
- +10% for using notes from a researcher who built an identical item

Each of these bonuses may be applied once. For example, an Intelligence 16 Magic User, having a 10% experience bonus, would have a 15% chance of building a Ring of Fire Resistance on the first try, 25% on the second try, and so on. These numbers would be increased by 10% for using Magic Analysis on an existing Ring of Fire Resistance or by 5% for analyzing an Amulet of Fire Resistance, which is a similar item, but not identical.

Each failed construction attempt must be checked to see if a cursed item was constructed instead. The chance of mistakenly constructing a cursed item is 10% *minus* half the Wizard's experience bonus. A cursed item functions, but not correctly. In most cases, the item will have a reverse effect or have harmful side effects. This should be determined randomly by the referee from a list of appropriate options. A Ring of Cold Resistance gone wrong might make the user more susceptible to cold than normal, but it would not turn him into a frog. Research failures that do not result in cursed items do nothing. Once a cursed item is produced, the Wizard may attempt to deliberately reproduce it, starting as though it was his second attempt. He may even use Magic Analysis on the first cursed item as a bonus.

Once an item is successfully produced, all further attempts are automatically successful. If the Magic User wishes to make a slightly different item, he may or may not have to begin the research process again. A cheaper item that is otherwise identical can be made automatically. For example, if the Wizard researched the ability to add defense levels to chain armor (see Constructing Armor), he can treat leather armor successfully. Enchantments that can be broken down into increments may be researched all at once or in steps. Thus, construction of a mace +3 damage may be attempted in one go, or the Magic User may succeed first at +1 damage, then at raising +1 to +2, and so on. When construction spells such as these are successfully researched and then attempted in a more expensive form, the Magic User may start his new attempt at the chance that was most recently successful. So, if the mace +1 damage succeeded at a 25% chance, that is the first success chance for a mace +2. This is true for attack levels, damage bonuses, intelligence, weapon repair, and others.

The full gold piece cost of an attempt must be spent whether it is successful or not. Spell scrolls and construction scrolls do not need to be researched. Potions made by a Magic User use a different research process (see Making Potions). Item repair is slightly different.

Constructing Armor and Shields

Armor and shields may be enchanted with various powers, but most commonly have magical defense levels (see table). The construction spell for armor is also used on horse Barding and the similar spell for shields also enchants bucklers. Neither spell may be used for normal clothing or anything else that does not function as armor or shield.

Armor and Shield Abilities

Spell	Level	SP
Armor Defense Levels	2	see table
Shield Defense Levels	2	see table
Jeweled Shield	5	10000
Mirrored Shield	6	12000
Soul Trapping Shield	7	21000

Armor and shields may be enchanted up to +3 defense. The Spell Point cost for enchanting a shield is 500 for +1, 1000 to raise a +1 shield to +2, and 1500 from +2 to +3. The costs for armor depends on its type, see the chart. These levels add to the user's defense levels from all other sources and with each other, although powers in a shield normally only apply versus opponents that the shield itself can be used against or versus attacks from the direction the shield faces. The defense levels put in a magic item also modify an opponent's weapon breakage chance (see Weapon Breakage in Combat) and improve the item's Saving Throw against destructive magic.

Armor	to +1	+1 to +2	+2 to +3
Shield	500	1000	1500
Leather	1200	1500	1800
Chain	1500	1875	2250
Brigantine	1600	2000	2400
Chain-Plate	1750	2188	2625
Plate	2000	2500	3000

Besides defense levels, various other spells can be put in armor or shields. Jeweled and mirrored Shields are found in the magic item descriptions. Otherwise, use the cost formulas described under Miscellaneous Magic, remembering that anything in addition to defense levels will give the item multiple powers and may not be a Favored Form (see below). Most powers are unrelated to defense levels, thus incurring the highest cost multiplier. One exception is Protection, which is closely related.

When armor is enchanted, a whole suit is treated at once. The wearer of magical armor may want to swap out pieces in favor of magical gauntlets, helm, girdle, or boots that have other powers. These pieces should have defense levels at least equal to the rest of the suit or the user's protection suffers (in a manner determined by the referee). Such already magical items can be enchanted as part of the rest of the suit from the beginning. Alternatively, a single magical item of the specified shape can be enchanted with the armor defense spell for half the Spell Point cost of a suit of plate. (By the way, a pair of gauntlets or boots counts as one item.) The cost multiplier described later for multiple powers in an item does not apply in this case, because an armored helm, for example, provides no defense levels by itself, but only as part of the complete armor.

Constructing Non-Intelligent Weapons

Non-Intelligent weapons are those without the Add Intelligence spell, and usually have very simple powers. For enchantment purposes, these weapons are divided into melee weapons, projectiles, and projectors. Projectors are bows, crossbows, slings, and occasional odd devices such as the atlatl. Projectiles are fired from projectors or are hand thrown: arrows, quarrels, sling balls, javelins, and so on. Melee weapons are hand-held implements that strike the opponent while still in the hand. Some of these can also be thrown and may be given selected projectile enchantments at the non-favored form cost.

The common enchantments for non-intelligent weapons are damage bonus and attack levels. These are unrelated powers, so to put both in an item will double the cost for *each* (see the Multiple Powers rules on page 10). Projectiles and thrown weapons may receive accuracy bonuses and perhaps the special Returning spell. Damage bonuses in projectiles are much less common, but possible. The Gold Piece cost for any spells added to weapons is 1 per Spell Point.

The first step in constructing a melee weapon is to give it a basic enchantment of +0. The cost is based on the weapon length listed on the attack matrix, as

Weapon+0 = 200 (weapon length).

At this point, the item could instead be made into an intelligent weapon (q.v.), but not after any further enchantment is done. The effect of the required +0 enchantment is to make the weapon magical and to improve its Saving Throw.

The next enchantment commonly given to non-intelligent weapons is a damage bonus, which will add a certain amount of damage per die that the weapon normally does. The maximum damage bonus is +3 and the cost is based on the dice of damage that the weapon does. Specifically,

Weapon damage +0 to +1 = 750 SP/base die, Weapon damage +1 to +2 = 1250 SP/base die, Weapon damage +2 to +3 = 1750 SP/base die.

Therefore, a mace +1 will cost 1500 Spell Points, because it does a base two dice of damage, and a dagger +1 will cost 750 points.

Non-intelligent weapons may be given an attack level bonus of up to +3. The cost is based on the weight of the weapon, as

Weapon attack +0 to +1 = 300 SP/pound, Weapon attack +1 to +2 = 600 SP/pound, Weapon attack +2 to +3 = 900 SP/pound.

This is, by the way, the same as the attack bonus described under Intelligent Weapons (below), but in a non-favored form. Attack and damage bonuses are unrelated powers, so adding both to the same weapon will cost double.

A weapon projector such as a bow may be given an enchantment to increase its accuracy. The maximum bonus is +15% and is based on the base number of damage dice that it does (or rather, that a projectile fired from it does). The enchantment is performed in 5% steps as

Projector +5% accuracy = 2000 SP/base die, Projector +5% to +10% = 3000 SP/base die, Projector +10% to +15% = 4000 SP/base die.

Therefore, a sling +5% would cost 2000 Spell Points, but a light crossbow +5% would cost 1½ times as much and a heavy crossbow would cost 3 times as much.

A projectile weapon may also be given an accuracy bonus, which adds to the bonus from a projector. The cost is figured per die of damage as

Projectile +5% accuracy = 100 SP/base die, Projectile +5% to +10% = 200 SP/base die, Projectile +10% to +15% = 300 SP/base die.

A melee weapon that can be thrown may also receive this enchantment. A projectile weapon may also be enchanted with a damage bonus at the same cost per +1 as accuracy costs per +5%. In a weapon with multiple abilities, accuracy bonus is unrelated to damage bonus but closely related to attack.

There is a special enchantment that allows a fired or thrown projectile to return to the caster. The cost for this 6th level Returning spell is 3750 per base die of damage, which is often reduced by limiting it to work for certain categories of users. (See Miscellaneous Modifiers.)

Striking, based on Smiting (6M), may be added to impact weapons in amounts of 1, 2, or 3 dice. The cost is 7200 plus 1200 per die, multiplied by any factor for multiple powers.

Constructing Intelligent Weapons

A non-intelligent weapon that has been enchanted to +0 as described above may then be given actual self-awareness. It then becomes intelligent and the enchantment possibilities are somewhat different and more numerous. For reasons of the symbology of magic, it is easier to bind intelligence into swords and daggers than into other shapes of weapon. Swords and daggers is the Favored Form for both intelligence and most other abilities that such a weapon may have.

Spell	Level	SP
Weapon +0	1	200L
Intelligence 1	5	2000
Intelligence n-1 to n		100n
Attack +1	2	200/lb
Attack +1 to +2		400/lb
Attack +2 to +3		600/lb
Damage +1	2	1125/die
Damage +1 to +2		1875/die
Damage +2 to +3		2625/die
Bow (Projector) +5%	2	3000/die
Bow +5% to +10%		4500/die
Bow +10% to +15%		6000/die
Arrow (Projectile) +5%	2	150/die
Arrow +5% to +10%		300/die
Arrow +10% to +15%		450/die
Add Language	1	100LP
Add Detect	varies	1000S
Flaming	2	2000
Extra Blow	4	6000?
Drain 1 LL	5	5000
Drain 1 LL to 2 LL		5000
Purpose: Defeat	6	8000
Purpose: Slay		16000
Purpose: Destroy		24000
Returning	6	3750
Weapon Summon	6	12000
Striking	6	7200 + 1200/die?
Activated Power	varies	1200
Continuous Power	varies	Max.(1000S, 2000L)

Intelligent Weapon Abilities

Intelligence for weapons is measured by an Intelligence characteristic as for characters, and the numbers can be taken to mean about the same thing. That is, an Intelligence 10 sword is about as clever as an average person, allowing for the narrow experiences a sword has. The first point of Intelligence costs 2000 Spell Points and each additional point costs 100 times the new value (200 for the second point, 300 for the third point, and so on). A weapon may gain Ego every time it gains a point of Intelligence after the first point. To see if this happens, roll one die when the Intelligence increases one point. On a 1, the Ego increase by 1-6, rolled randomly. There is no limit to a weapon's Ego.

Intelligent weapons may be enchanted with various bonuses just as non-intelligent weapons, but with different costs (see table) because of Favored Form considerations. Damage bonuses may be reduced in cost by restricting them to a limited kind of target. The cost multiplier for the broadest category of target (evil, life) is ×5/6. The cost multiple for a general category (men) is ×3/4. The cost multiple for a specific target (Magic Users, dragons) is ×1/2. There is a maximum for damage bonuses. The total number of "pluses" on all damage bonuses may not exceed the weapon's intelligence, and unlimited bonuses count double. So, a sword that is +3 vs. men and +2 vs. everything else must be at least Intelligence 7.

An intelligent weapon may be given certain special damage effects. The effect "Drain 1 Life Level" costs 5000 Spell Points, and raising this to Drain 2 Life Levels costs an additional 5000 SP. These powers should only be installed in cutting or stabbing weapons. The Flaming effect costs 2000 SP. A weapon with an Intelligence of at least 12 may have one, and only one, Purpose. A Purpose is a spell effect directed at the target with every successful weapon hit (Saving Throw vs. magical implements). The most common Purposes are Defeat (8000 SP), Slay (16000 SP), and Destroy (24000 SP), which attempt paralysis, death, and disintegration, respectively. These costs are reduced normally for limited targets. Many non-damaging attack spells can also be built into a weapon as Purposes. When used so, area spells (Confusion, Fear Cone) become single-target and individualized spells (Hold Person, Personal Paralysis) lose their Saving Throw modifiers. The cost is 1200 times the Spell Point cost of the spell emulated.

A weapon of at least Intelligence 10 may be given one or more Languages. Any languages added must be known to the enchanter, and the weapon is limited by Language Points just as a character is (see Languages). Language Points for a weapon are (Intelligence + Ego)/4. The enchantment cost is 100 per Language Point.

An Intelligence 7 weapon may have Detect or Measure powers, to a limit of 1 per 3 points of Intelligence. The cost is 1000 times the Spell Point cost of the Detect, and the detection range in inches is the weapon's Intelligence (limited to 24", of course).

An Intelligence 12 weapon may have one or more Special Powers, to a limit of 1 per 6 points of Intelligence. Special Powers are based on spells and may be continuous if permitted (see table in the section on rings). Examples include X-ray Vision and Flight. Other powers must be activated, with limited uses per day equal to Intelligence/Spell Point Cost, rounded down. A constant Special Power costs the same as in a ring, that is, the largest of 1000S and 2000L. An activated power costs the same as a spell storing ring, 1200S.

Item Repair

If a magical weapon or shield has been broken in combat, but not destroyed by destructive magic, it can be repaired. The Breakage Saving Throw for the item will indicate how broken it is, in percentage terms. The cost to

repair an item that is N% broken is 2N% times the construction cost of the item. The Gold Piece cost is normal (1 per 2 Spell Points).

Item repair is a 4th level construction spell that must be researched like any other. To research item repair, use 1000 Spell Points per 10% breakage as the cost researched. The percentage researched is the maximum severity of breakage that can be fixed. For example, if 35% breakage is researched, any item that is no more than 35% broken can be repaired, for a variable cost depending on the item.

Writing Scrolls

Scrolls are of two types. The first is the spell scroll, which essentially contains written instructions for casting a spell. The second is the construction scroll, which another Magic User can use to reproduce someone's construction efforts. Either type must be read using the spell Read Magic. Illusionists and Spellsingers write variant scrolls that require their own distinctive spells to read, Read Illusionist Script and Sing Magic, respectively.

A Wizard may write a scroll containing up to his level in spell levels. For example, an 11th level Wizard can write a scroll containing two 4th level spells and three 1st level spells. If he wants to write down any more spells, he will have to start a new scroll. The Spell Point cost for writing each spell is

10 (Spell Level) (Spell Points).

Only memorized spells can be written down and not, say, spells copied from another scroll.

A construction scroll is written instructions for creating a particular item, including all intermediate steps. For example, a scroll to enchant plate armor to +3 must include the costs for +1 and +2; otherwise these steps must be performed by some other means (but the same Magic User). A construction scroll for a certain item may also be used to build all cheaper items that use exactly the same spell. For example, a scroll to enchant plate armor may be used for all lighter armor types, but not shields. A scroll to add accuracy to light crossbow quarrels may be used on arrows, which are less expensive to enchant, but not on heavy quarrels, which are more expensive. Modifiers such as different spell ranges, different level of effect, and so on may not be added by the scroll user if they weren't built into the scroll to begin with. The cost of a construction scroll is the cost of the most expensive item it can build raised to the 1.1 power (round up). The gold piece cost is equal to the Spell Point cost times ¼. Naturally, the Wizard must already be able to build the item to which the scroll applies.

The function of a construction scroll is to permit item creation by a Magic User without his knowing the spell upon which the item is based and without having to go through the research process. Once written, the scroll may be used for construction by any magic caster capable of using 4th level spells. Only one character at a time may use a construction scroll. Only one item at a time may be constructed by it unless the destruction of the item or the death of the Magic User renders completion impossible. Otherwise, the rules for constructing by this means are no different.

Constructing Wands and Staves

Wands and staves may be regarded as items with a fixed repertoire of spells and possibly limited numbers of charges. (Staves that cast clerical spells are not considered here.) The three considerations when constructing a wand or staff are: What spells does it contain? How many charges does it have? How is it activated?

All wands and most staves are built to cast a single spell. A wand with several spells would use the multiple power formula. A staff with multiple spells must choose the staff option (see below), which is what makes it a staff.

Wands and staves may be uncharged, which means they work every time they are activated. A charged item is cheaper, but sooner or later it runs out of charges (one per activation) unless recharged, and is then useless. See the spell Recharge (5M).

Any Magic User may activate an uncharged wand. A charged wand is activated with the spell Activate Wand (1M). Any Magic User or Cleric may activate an uncharged staff. A charged staff is activated by Activate Any Staff (4M) or by a 2nd level spell specific to that staff.

The staff option causes an item built under these rules to be somewhat bonded to its user. The same construction formulas are used, but the item changes in several important ways. First, the item is no longer activated by Activate Wand if charged, but rather by a specific Activate Staff (2M) spell specific to that kind of staff. Second, the level of effect cast by the staff is the *higher* of the level it's built at or half the caster's level. Thus, a traditional 8th level staff has a 9th level effect in the hands of an 18th level Magic user. Third, multiple spells can be added. Finally, if the staff contains destructive spells (fire, electricity, or energy), it may blow up. See Magical Staves on page 17.

The general formulas for building an item are

$$\text{Uncharged item} = 640\Sigma(SL), \text{ and}$$
$$\text{Charged item} = 640\Sigma(SL) \times 0.1 \times \log_2(c+L^+)$$

Where S and L are the Spell Point cost and Level, respectively, of each spell, L^+ is the highest spell level and c is the number of charges. The summation sign Σ means to sum up the contributions of S times L for each spell. Ignore the summation sign if there is only one spell. A charged item will become more expensive than an uncharged wand around one thousand charges. For example, an item of Fireball (Level 3, 6 Points) and Firewall (level 4, 5 Points + 2/Turn) with 200 charges will cost $640 \times (3\times6+4\times5) \times 0.1 \times \log_2(204)$, or 18660, rounding up. The Firewall will use one charge each turn that it is maintained.

A wand is traditionally built at 6th level effect, as opposed to 10th, and with 100 charges. A staff is traditionally built at 8th level and with 200 charges. The formulas for these are

Uncharged wand = 512SL,
Charged wand = $512SL \times 0.1 \times \log_2 (c+L^+)$,
Uncharged staff = $576\Sigma(SL)$, and
Charged staff = $576\Sigma(SL) \times 0.767$.

If certain spells in a multi-spell charged staff is unusually costly, the builder may lower the construction cost by requiring that these spells use two charges when cast. Any spell that uses two charges is figured at half the Spell-Point cost ("S" in the formula). At least one spell must continue to use a single charge. Note that the recharge procedure is unchanged, but the charges will be consumed faster.

A staff that otherwise requires activation may be built with permanent effects, such as one that gives Fire Resistance when held. In this case, figure the permanent effects as an uncharged staff and the rest as appropriate and add the two costs together.

Alchemists

Alchemists may only he hired by characters who have reached a level at which they are permitted to build strongholds and hire troops. A character may attempt to hire an Alchemist as soon as he has begun construction on a stronghold or has built or purchased another suitable location in which to install the Alchemist's laboratories. The character must pay the salary of the Alchemist once hired, whether the Alchemist is given any work to perform or not, and whether the laboratory is complete or not.

A normal Alchemist is paid 1000 gold pieces per month. Such an Alchemist is capable of duplicating simple poisons and antidotes, as well as working from established formulas to produce potions with a magical effect. An Alchemist is also able to do a destructive analysis of a potion of unknown formula in two weeks. This destructive analysis uses up a dose of the potion being analyzed, at a cost equal to ten times the production cost of such a potion, plus the salary of the Alchemist during the analysis. This destructive analysis is only capable of being used on basically standard potions (see Basic Potion Table on page 7), not rare or unusual ones.

When a character wishes to hire an Alchemist, he advertises. The cost to advertise for an Alchemist is equal to one month's salary per week of advertising. This gives a basic chance of getting responses of 8%. This chance can be doubled by multiplying the advertising costs by 4, and tripled by multiplying the advertising costs by 9. The chances can be no more than tripled.

When the hiring character is killed irrevocably, or otherwise rendered unable to continue the hiring of Alchemists, the Alchemists leave to seek other employment. If another character in the same city is at that time advertising for the hire of a Alchemist, double that character's chance of successfully finding an Alchemist (even if the character is paying extra already at the maximum limit). This means that a character could have a chance as high as 72% of hiring an apprentice whose employer has just died. The advertising must be already in progress at the time of the Alchemist leaving another character's employ for the bonus percentage to be applied.

Basic Potion Table

Potion	Cost	Batch
Clairaudience	750	4
Clairvoyance	750	4
Clumsiness	750	3
Cold Resistance	500	4
Delusion	250	6
Deodorant	250	4
Diminution	750	4
Double Protection	500	4
Electrical Resistance	500	4
Energy Resistance	1000	2
ESP	750	4
Feeblemind	750	3
Fire Resistance	500	4
Flying	750	3
Gaseous Form	750	3
Giant Strength	1000	1
Growth	750	4
Healing (1D+1)	250	6
Heroism	750	3
lnfravision	250	4
Invisibility	1000	3
Levitation	500	4
Longevity	500	1
Mini-Strength	500	3
Poison Antidote (specific)	200/HD	3
Poison Resistance	500	4
Poison (specific)	100/HD	4
Polymorph Self	750	3
Protection	250	6
See Invisible	500	4
Sleep Drug (basic)	750	3
Slow	750	4
Smiting Resistance	2500	1
Speed	750	4
Treasure Finding	600	4
Water Breathing	500	4

Any character of sufficient level may hire only one Alchemist. More than one Alchemist can work in the same laboratory, if it is big enough. Thieves who have the Alchemy (Duplicative) ability (6T) may work as Alchemists with all of the abilities and requirements listed here.

The cost of equipping an Alchemist's laboratory is ten times the maximum cost of potions producible there in one month, or five times the combined salaries of the Alchemists to be established there, whichever total is greater. This laboratory must be sufficient in size for whatever work is to be done there, or for whatever combination of Alchemists are to be working there, even on

a temporary basis. The physical size of the working space of an Alchemist, for purposes of figuring construction costs for the laboratory is 500 square feet per Alchemist. This area need not be in one room, but should be in adjacent parts of the same building; if they are to be considered one laboratory.

Constructing Potions

Magic Users of at least 11th level may produce potions by magical means, with the same abilities and limitations as an Alchemist. They may research the manufacture of a potion of which a sample exists at a cost of 5 Spell Points and 10 Gold Pieces each times the normal cost in Gold Pieces of a single dose of the particular potion. They may research the formulas of the basic potions with which they are familiar but lack a sample with a chance of success of 100/potion cost in percent per 250 Spell Points, cumulative. Such Magic Users may produce potions of a known type at the same rate as an Alchemist, for the same cost in Gold Pieces plus the expenditure of 2 Spell Points per Gold Piece. Thus, a simple Healing Potion would require 250 Gold Pieces and 500 Spell Points, and no more than 6 of these could be manufactured by a Magic User in a period of one month.

Original Potion Guide

Max.(SP,2L)	GP Cost	Batch
3 or less	250	6
4	250	4
5	500	4
6	500	3
7	750	4
8	750	3
9	1000	3
10	1000	2
11	1000	1
12-13	2500	1

With referee permission, Magic Users may research potions not listed on the standard table. When designing original potions, bear in mind that a potion can only affect the person drinking it. Thus, a Potion of Parachute is possible, but not a Potion of Charm Person (unless, of course, it charms the drinker). If an original potion emulates a magical spell, the proper batch rate and Gold Piece cost can be found on the Original Potion Table by computing Max. (SP, 2×GP) as for a continual ring. Spells that are high enough level or expensive enough to be off the table cannot be put into potions.

Magic Users research the formulas for original potions at the same rate as for basic potions for which they lack a sample. They may then duplicate the potion by the normal rules. Ordinary Alchemists may not reproduce original potions.

Constructing Rings and Misc. Magic

Rings, jewelry, and other items worn on the body are used to house a vast variety of magical effects. A character is limited for game balance to wearing two rings (one per hand) and one of each other common shape. Specifically, a character may wear one each of amulet, scarab, medallion, helm or helmet, pair of gauntlets or gloves, girdle or belt, cloak, and pair of boots. Helms, gauntlets, and girdles are pieces of armor and can only be worn by certain character classes. (So are boots, technically, but we assume that everyone wears something tough on the bottom of the feet.) If an enchanter designs a different shape of worn item, it is in place of one of these and not in addition to it. A bracelet, for example, would take the place of a ring. Non-humanoids must adhere to analogous rules. A centaur, then, could wear saddlebags, blanket, and horseshoes, but no girdle or boots.

The broadest category of miscellaneous magic is items that are always on, requiring no activation. A nearly complete list of possible always-on effects is given in the table. Only potential Illusionist and Spellsinger spells are omitted. For items that constantly emulate a particular cast spell,

Always on cost = Max. (1000S, 2000L),

Where S is the Spell Point cost of the spell emulated and L is its level. The term “Max.” means use the greater of the two costs. Thus, a Ring of Fire Resistance would cost 8000 Spell Points (2000 × 4th Level); a Cloak of Invisibility would cost 4000 Spell Points (1000 × 4 Spell Points). Note that the Ring of Fire Resistance would only have cost 6000 Spell Points if the lesser value were used: (5+1)×1000. (If the spell to be made always active has maintenance cost, always include one Turn of maintenance as here. Spells with maintenance cost greater than 1 SP may not be always active.)

The always-on items should not be confused with items that cast a spell such as Charm Person whose effects continue indefinitely thereafter. Items that cast a stored spell (“spell-storing items”) are built by

Spell storing cost = 1200 × Spell Points.

A spell-storing item holds one charge of the given spell and is recharged by a person casting the appropriate spell “into” the item. When activated, the spell acts as though the caster was throwing the spell from the location of the item (but use the wearer’s Dexterity). Any adjustable parameters, such as the radius of a Vari-Ball, must be decided during the recharge.

A spell-storing item may be self-recharging. If an item charges itself a certain number of times per day,

Cost per charge = 500 × Spell Level.

So, a spell-storing ring that would hold one Fireball spell would cost 7200 Spell Points (1200 × 6). If it charged itself three times per day, this would be an additional 4500 Spell Points (500 × 3 × 3). Note that this is *not* figured as a ring that holds 3 Fireballs.

Spells That May Be Always On
First Level Detects, Individual Silence, Light, Protection, Silence 1"*, Sound Amplification, Telescope, Ventriloquism
Second Level Continual Light*, Deodorant, Detects, ESP, Gliding*, Invisibility*, Levitate*, Measures, Parachute, See Invisible, Silence 3"*, Speak Languages, Torch, Wind*
Third Level Clairvoyance, Clairaudience, Detects, Double Protection, Infravision, Light Beam*, Measures, Mental Static, Protection 1"*, Protection/Normal Missiles, Speed, Water Breathing, Wizard Light
Fourth Level Healing, Protection/Missiles, Resistances, Wizard Eye, X-ray Vision
Fifth Level Detection Jamming, Resistances (energy), Silver Magnet*, Telekinesis*
Sixth Level Anti-Magic Shell*, Indetectibility*, Projected Image*, Protection/Magic Missiles, Reflect/Detection Implements, Resistances (Impact, Class 1-6), Wizard Wind*

In the table, entries marked * must be activated and are then continually on. Items enchanted with the unflagged effects are active from the moment they are donned. The deciding point is whether there are significant drawbacks to the spell. (There are minor disadvantages to almost any spell, but the problems with being continually invisible, for example, are obvious.)

Items may be designed to store spells with maintenance costs. Simply decide how many Turns are to be stored and compute the cost. A ring that holds 3 Turns of Personal Force Field would cost 1200 × (6+2+2), or 12000. The three Turns must run consecutively; the ring can't be turned off to save the remainder of the spell for later. If an item could be on continually, though, this method will probably give a cost greater than the always-on cost, which is unreasonable. In this case, figure the item to have a limited number of charges per day similar to a staff: prorate half the cost vs. $0.1 \log_2(c+L)$. Where c is the number of turns per day, L is the Spell Level, and the expression multiplies what would have been the always-on cost. An item such as a Ring of Heal made by this formula *can* be started and stopped several times. If an item has a fixed number of charges *ever*, prorate the *full* cost as above, rather than half.

Items may be designed that enhance the effects of a thrown spell rather than store it. An example is the Helm of Teleportation (see Magic Item descriptions). The cost is the same as for spell storing. In other words,

Spell enhancer cost = 1200 × Spell Points.

A spell enhancer acts simultaneously with the corresponding spell cast by the wearer of the item. The effects of any particular enhancer may be defined when it is created, within limits judged by the referee. The effect of the enhanced spell should be limited to the equivalent of +1 Spell Level or +50% Spell Point cost. For example, Teleport may be enhanced to become Passenger Teleport.

At any point before or after other enchantments, magic items may be enchanted to give them a basic Saving Throw against various forms of destruction. This Saving Throw is equivalent to that given a +0 weapon and is thus called "enchanting to +0". This enchantment costs 1000 Spell Points per pound of weight of the item, with a minimum cost of 1000 Spell Points. The Favored Form is any metal item (see the Favored Form rules). Note that pieces of armor (helm, etc.) may be enchanted under the armor rules instead. The +0 enchantment is not a separate power and does not invoke the multiple power rule.

There are several cases of basic magic items that are not covered in a simple form by the above rules. These are mainly magic items for which no corresponding spell exists. The levels and costs of these construction spells are listed in the Miscellaneous Magic Item Costs Table. These items are discussed below and in the Magic Item descriptions.

Miscellaneous Magic Item Costs	
1st Level	
Elven Boots, Cloak	2000
Enchant to +0	1000/lb, min. 1000
2nd Level	
3rd Level	
Displacement	8000
Fly	2000 + 1000/3" per turn
Gargoyle Power	2500
Ogre Power	6000
Striking Power	10500?
Lightness	1000/30 lb.
Readiness	1500/item?
4th Level	
Giant Strength	8000
Holding	4000 +4000/30 lb. Net
Non-Deterioration	6000?
Slow Bleeding	4000?
Spell Turning	8000
Zap Heal	4000 + 200/point
5th Level	
Sixth Level	
Regeneration	12000
Seventh Level	
Prot. vs. Mental Spells	14000
Soul Trapping	14000

The cost for an item of Fly is based on the number of inches per Turn that the user can go. Thus, a Cloak of Fly (12"/Turn) would cost 6000 Spell Points.

Displacement costs 8000 SP and is based upon the Illusionist Spell. (Since an equivalent spell for Magic Users does not exist, you'll simply have to take our word for this.) An Illusionist with access to Displacement (2I) could build the item for 4000 SP, using the standard always-on formula.

Gargoyle, Ogre, and Striking Power items (normally, gauntlets) add +1, +2, or +3, respectively, per base die of weapon damage in melee. Note that this is all a single construction spell, though listed as three entries.

The power of Lightness is put on containers and will negate a certain amount of weight. The cost is 1000 Spell Points per 30 pounds negated.

The power of Readiness is also put on containers to make a certain number of items instantly available on command. The cost is 1500 SP per item held ready.

Containers of Holding reduce the weight of what's inside by a factor of 1000/30. The cost is 4000 SP plus 4000 per 30 pounds of reduced weight (or, if you prefer, per 1000 pounds of "before" weight). A standard Large Sack of Holding, weighing 30 lb. full, would cost 8000 Spell Points.

The cost of Zap Heal is per point healed per day. Zap Heal is typically built as either self-activating once per day or activated by the user any number of times per day.

Favored Forms

The shape of a magic item is important to its function. In general, the shape should aid the magic so that, for example, boots should have powers related to the feet. Such shapes are called Favored Forms. Some Favored Forms were described previously, but complete guidelines are given below and summarized in the Favored Forms Table.

Items that are not Favored Forms for the powers enchanted in them cost 50% more in Spell Points and Gold. Furthermore, some forms are prohibited altogether because they make no sense for certain powers. Examples would include boots with attack levels or a Cloak of X-ray Vision.

Form	**Abilities**
Ring	All spells
Armor	Defensive, body
Shield	Defensive
Helm	Senses, mental
Cloak	Defensive, sneaking
Boots	Movement
Medallion	Spell-storing, sensory
Amulet	Protective, healing
Scarab	Clerical (i.e., no magical)
Gauntlets, gloves	Combat, hands
Girdle, belt	Body

Spell	**Form**
Intelligence	Sword, dagger
Damage bonus	Unintelligent
Projector accuracy	Unintelligent
Projectile accuracy	Unintelligent projectile
Other weapon spell	Intelligent

Rings are the most versatile forms of magic. A ring is a Favored Form for almost any spell. The Favored Form for most weapon spells is an intelligent weapon, except as noted. Scarabs are primarily suitable for clerical effects and are not favored for any magical spells. There are certain shapes that are not worn and traditionally contain certain effects (Carpet of Flying, Device of Elemental Summoning, etc.). Any form that is not worn is normally favored for what it does. For examples of proper Favored Forms, inspect the Magic Item Descriptions section.

If an item is not suitable for two reasons, e.g., projectile accuracy in an intelligent warhammer, the 50% surcharge is applied only once.

Multiple Powers

An item may be enchanted with multiple effects, usually at extra cost. First of all, the +0 enchantment for enhancing an item's Saving Throw doesn't actually do anything and does not count as a power. Second, intelligent weapons are never subject to the multiple power costs. An item to contain multiple powers must be planned that way from the beginning and the same Magic User must add them all.

The cost multiple for having multiple powers is applied equally to all powers in an item. To determine the cost multiple, list all powers and divide them into groups of somewhat related powers. Within each group, divide the somewhat related powers into subgroups of closely related powers. Count the number of groups and the number of subgroups.

Closely Related Powers: These include spells of the same class with the same effect, but different parameters (size, duration, etc.). Examples: Fireball and Mini-Ball, Detects. Also, spells of the same class that is different applications of the same effect. Example: Read Languages and Speak Languages. Also, spells of the same or opposite classes with opposite effects. Example: Haste and Slow. Also, spells of different classes with the same effect. Example: Spark and Match.

Somewhat Related Powers: These include the same kind of magic in very different forms. Example: Fireball and Firewall. Also, versions of similar or analogous effects from the same or different classes are considered related. Examples: Heat Cone and Cold Cone, See Invisible and Infravision. Also, different spells related by concept within a class. Examples: Wind and Weather Control, damage bonus and attack bonus.

Unrelated Powers: These may have little or no conceptual similarity between spells of the same class. Example: Move Earth & Haste. Also, different class versions of the same effect, but with an additional parameter varied. Example: Heat Cone and Mini-Cold Cone. Additionally, all other pairs are unrelated.

Now, where s is the number of somewhat related groups and c is the number of closely related groups,

Cost multiple = s^c.

For example, a ring is to contain Fire Resistance and Electrical Resistance always active, and also spell store Fireball. The two resistances are closely related and are grouped together. Fire Ball is unrelated to this group, so c and s are both 2 in the formula. The cost multiple is ×4.

Miscellaneous Modifiers

A standard magic item built according to the above rules may be modified in various ways that change the above costs. When used together, any of the following

modifiers are multiplied together - compounded, in other words. A Magic User may choose only one option from each paragraph.

If an item has a base level of effect other than 10th, pro-rate ½ the cost. The level may not exceed the Magic User's level. If the level is modified from its default, it must be high enough to handle the level of spell.

If an item is given a nonstandard range or a change in its maximum range, pro-rate any decrease vs. ¼ the cost (may go to 0"). Pro-rate any increase vs. ½ the cost (may not exceed 24").

If an item is given a nonstandard duration and is not based on a spell with a maintenance cost, use the formula for nonstandard range. The duration may be no more than doubled. If there is a maintenance cost, build in the right number of Turns of maintenance.

If a spell affects a more limited class of targets than usual, the cost break depends on how narrow the category is. Specific category (such as Magic Users) is × ½. A general category (men, mammals) is × ¾. A very broad category (evil, life) is × 5/6. Weapon abilities are often limited this way.

If a single class or race may only use an item, the cost multiple is × ¾. If Magic Users may only use the item, the cost multiple is × 2/3. This option causes the item to require a magical activate, and hence is not permitted if the item already required one. This option will turn a Ring of Detect Magic into a Wand of Detect Magic or a Ring of Clairvoyance into a standard Crystal Ball. If an item requires an activation (that normally wouldn't) and can be activated by anyone, the cost multiple is × 4/5. If the item is activated by a spell, the multiple is × ½ (protection scrolls fit this category).

Magic Item Destruction

When a character who is carrying one or more magic items receives enough damage from destructive magic to take him past his Death Level, those carried magic items must be checked to see if they are destroyed, just as the character's body must be checked. This is done by finding the type of item on the Magic Item Destruction Saving Throws table on page 11. The last type of destructive magic or other damage that hit the item determines the Saving Throw that the item needs. Thus, if someone carrying a Fireball Wand got hit by a Fireball and then by a Lightning Bolt, dying from the second, her own Fireball Wand must make a Saving Throw vs. Lightning, or be destroyed.

Magic Item Destruction Saving Throws

Weapons

Item	Type	Fire	Electric	Energy	Acid	Heat
Weapon,	+0	40	40	40	40	70
Armor,	+1	50	50	50	50	80
Etc.	+2	60	60	60	60	90
	+3	70	70	70	70	95
	+4	80	80	80	80	95

Intelligent weapons: +10 for Purpose and each Special Power (95 maximum)

General Magic Items

Fire Resistance	70	60	65	50	95
Electric Resistance	60	70	65	50	95
Energy Resistance	70	70	70	70	95
Acid Resistance	50	50	50	50	95
Protection	60	60	60	60	95
Double Protection	70	70	70	70	95
Other Resistance	50	50	50	60	80
Fire Wand	50	40	55	40	90
Electric Wand	40	50	45	40	90
Energy Wand	45	45	50	40	80
Heat Wand	50	40	45	40	90
Fire Staff	70	60	65	60	95
Electric Staff	60	70	65	60	90
Energy Staff	70	70	70	60	95
Clerical Staff	40	40	40	40	80
Other Metallic	30	30	30	30	70
Other Non-metallic	25	25	25	25	50
Potion, Scroll	20	20	20	20	20

If a magic item is hit by destructive magic or other similar forces, but is not being carried at the time, it must roll a Saving Throw vs. destruction. If the amount of damage that it receives, calculated as if the item were a character that *failed* to make his Saving Throw(s), exceeds the Construction cost of the item divided by 50. That is, if a magic item cost 1000 spell points to construct, it would be immune to destruction from any spell doing less than 20 Hit Points of damage. In cases where an item is hit by more than one source of destruction within a single Turn, all damage is added together, and the Saving Throw is rolled vs. the total damage received. It is not necessary to roll an item's Saving Throw for each spell passing through in any given Phase or Turn, but instead the damage is merely totaled and remembered. The Saving Throw is rolled once, if the total damage is sufficient to endanger the item, otherwise the damage is ignored.

Detecting and Analyzing Magic Items

With the various Thievish and Magical means of detecting and identifying magic items, there may be some confusion about just what is and is not possible in identifying a magic item.

First of all, the thievish ability of Detect Magic is based on the fact that most magic items are made from rare or fine quality materials, and some are recognizable as such by a trained observer. Further, in cases where magic items are enchanted in such a way as to enhance their resistance to destruction, certain physical alterations become obvious. Thus, a piece of cloth that has been enchanted to be +0 will tend to resist unraveling, tearing, or cutting. A magical shield will tend not to dent or chip under impacts that would harm a normal shield. A trained thief can notice many of these little things and can figure them out. It is, however, possible to construct an item that *looks* like a magic item,

from its materials and decorations. Further, in worlds where such things are possible, certain modern materials (such as nylon) would appear magical to a trained thief, because of their physical characteristics, such as toughness and lack of fiber wear and tear. Therefore, when a thievish character uses his "Detect Magic" ability, the referee should be aware of the limitations of this ability in cases where an item will have certain characteristics of a magic item. A thief might decide that an item is "magical" and never be able to figure out what it does, for the simple reason that there was no actual magic there.

The magical and clerical Detect Magic spells, on the other hand, have a very different limitation. They will identify items that the thief will miss and correctly realize that a nylon parachute left in the dungeon by a passing time traveler is not magical after all. However, the Detect Magic spells are unable to distinguish between an item of magical construction and an item that has had a spell cast on it. Thus, a Detect Magic spell aimed at a small box might give an indication of "Yes, there's something magical about that box." The spell would not, however, distinguish between a Box of Holding and a box with a Magic Mouth spell that laughs at the opener.

All of this leads up to the Magic Analysis spell. Magic Analysis is a spell designed to tell you at least a little bit about the enchantment (if any) of an item. Basically, on a normal magic item, the use of a Magic Analysis spell will give the caster a good idea of what the major enchantment or enchantments of the item might be. Thus, if the spell were cast on a Ring of Fire Resistance, Magic Analysis would find this out. However, there is a limit to what Magic Analysis can determine. In practice, Magic Analysis will not indicate to the caster the effects of any enchantment that makes up less than 1/3 of the largest enchantment of the item by Spell point cost. Thus, in the case of a magical sword of great power, with many enchantments, Magic Analysis would only tell about any of the enchantments that individually cost at least 1/3 of the cost of the sword's most powerful enchantment. The spell simply would not notice most of the lesser enchantments.

A further restriction of the spell is that, since the spell itself is not intelligent, it cannot tell the difference between similar things not well known to the caster. Thus, if a magic item were found that controlled an Efrit, but the caster of the spell was only familiar with Djinn (similar, but much more friendly beings), the Magic Analysis spell might cause him to believe that the item controlled a Djinn. A more dangerous example is in the case of a cursed magic item. If the Curse or malfunction were a simple and obvious one, the Magic Analysis spell would notice it right away; such as in the case of a ring that turns its wearer to stone. If, however, the Curse is that the item works correctly *sometimes*, or that it works, but has some other drawback, the Magic Analysis spell would not point this out. One case of this was when a character found a set of Boots of Water Walking that worked quite well, until he walked over the deepest point of any body of water. At that point, the Curse took over, and dragged him to the bottom. Fortunately, the first time he discovered this, the water wasn't very deep, and he survived.

In any case, the point is that you, as referee, should not give away information about magic items to the players unless they can gain that information fairly, by use of the spells and abilities of their characters. Let them set up ways to test and identify the magic items they find. It can be a lot of fun, especially with unusual magic items.

Magic Items

Scrolls and Books

Anything described as a "Scroll" can also be in the form of a book, at the discretion of the referee. Spell books, likewise, could be found in the form of a scroll.

A single scroll can contain spells and combinations of spells up to a maximum limit of 36 levels of spells. Thus, a single scroll could contain 9 spells of 4th level, but not 9 spells of 5th level. There is no limit to what can be contained in a book, but no more than one spell can be written on any one page of a normal book.

Protection scrolls: These scrolls all work in a simple basic pattern. Any Protection Scroll that gives protection against specific being or type of being works in a manner similar to Protection From Undead (5C). That is, any being that falls under the description of that type (i.e., Undead, Lycanthropes, etc.) may not enter a 1" radius circle around the person holding an activated (just read) Protection scroll of that type unless it makes a percentile roll successfully. As follows: The being has a 50% chance of being able to enter. Adjust up 5% per level that the being is above 12th level. Adjust down 5% per level that the being is below 12th level. Thus, a 13th level Elemental would have a 55% chance of entering a circle created by a Protection Elemental Scroll. The only exceptions to this type of scroll are Protection/Magic, Protection/Clerics and Protection/Mental Spells. These three protect all those within the 1" radius circle from *all* spells of the type mentioned, with the following limit: For each level that a spell caster is above 12th, he has a 5% chance of affecting beings within the radius of the Protection Scroll. Thus, a 14th level Magic User would have a 10% chance of successfully casting a spell into or through a Protection/Magic Scroll's area. Protection/Magic guards against magical (or Illusionist) spells. Protection/Clerics guards against clerical or Druidic spells. Protection/Mental Spells guards against charms, controls, illusions, and such cast by *any* class.

Any character that can Read Magic by spell or implement can activate such a scroll, as well as those who gain Read Magic as an ability (Thieves and such).

Spell scrolls: Any magic user who is at least 11th level can write a scroll that contains any spell that he currently has memorized. He cannot simply duplicate another scroll if he does not know the spell himself.

Spell Scrolls enable a magic user to cast a spell, but with certain restrictions. Any spell that is on a Spell Scroll can be cast by any magic user that can Read Magic, or an implement that gives him that ability; but there are two possible ways. A spell that is written on a scroll has a fixed upper limit to its possible effect, if there are effects that are based on the level of the caster. This limit is the lowest level at which a character could cast that spell as a memorized spell or 6th level - whichever is the higher. Thus, a Wizard Lock spell, if cast from a scroll, would normally he cast as if cast by a 6th level Magic User, even if the person reading the scroll were of higher level. A Vari-Ball spell cast from a scroll would do no more than 9 dice of damage, since Vari-Ball is a 5th level spell, and Magic Users first have the ability to cast a 5th level spell when they become 9th level. If the caster of a spell from a scroll is at least the minimum level necessary to cast that type of spell, this level of effect applies. If the caster of a spell is of lower level than that necessary to cast the spell on the scroll, either he could: A) reduce the effect of the spell to his own level (a 3rd level Magic User casting a 3-die Fire Ball, for example). B) Take the risk of possibly not being able to handle the spell properly and attempting to throw the spell at the level of the scroll's own limit, in which case the Magic User must roll a Saving Throw vs. Magic. If he succeeds in making this Saving Throw, the spell is cast at the scroll's level without problem. If he fails this Saving Throw, the spell backfires at him directly. A backfire of this type causes damage at the level of the scroll, if it was a damage-causing spell. In other cases, the spell simply aims itself at the caster. If the spell was a beneficial one being cast upon the caster or others, the effects are reversed and personalized. An example would be a low-level Magic User attempting to cast Haste (4M) off of a scroll (a 7th level Magic User would be required to cast this spell safely). Not successfully making the Saving Throw vs. Magic, would have the effect of a *reverse* Haste spell cast on himself, and would thus be moving at slow speed for a while.

Cursed scrolls: These are something that must be left up to the individual referee. There are many possibilities in such scrolls. Some are designed as traps causing harm or embarrassment to the reader. Others are the result of bungled research (a Construction Scroll for Rings of Invisibility that don't work, for example). In the use of scrolls of a trap nature, anyone attempting to read such a scroll, using Read Magic, activates the trap, whether a Magic User or not. Such a scroll could turn the reader into an invisible gnat, or make all of his hair fall out. Usually, a person activating such a trap should be allowed to roll a Saving Throw vs. Magic to determine whether the trap takes full effect, as for a normal magical spell.

Construction scrolls: These enable a Magic User of sufficient level (able to cast a spell of the level used in this enchantment) to construct a specific type of magic item, or to put a specific type of enchantment into an item. See the construction rules for more detail.

Spell books: These are a Magic User's books of spell knowledge. Any spell in the book is described with enough information so that a Magic User able to cast a spell of that level can learn the spell without further cost, and at delay of only 1 day.

Bestiary: This type of scroll or book is normally useful only in areas where unusual beasts, beings, or

monsters can be encountered. It is a good way to find out about monsters that are not common to the mythology of your dungeon or world. Characters can find such books of great value. The local version we use is Jane's Book of Monsters.

Potion formula: These books or scrolls contain enough information to enable an alchemist to produce potions of that type at normal rate after no more than 1 week of delay, as long as no unusual materials are required for the potion (referee discretion).

Clerical research scroll: These do not give the immediate ability to anyone, Cleric or not, to cast the spell written on them. Instead, a Clerical Scroll allows any Cleric of sufficient level to research that clerical spell without cost, and with only 1 day of delay per level of the spell. This type of scroll is used primarily in the exchange of the more unusual clerical spells. Clerical Scrolls can be written by any Cleric who is 8th level or higher, and can be written for any spell known to that Cleric.

Intelligent Weapons

Intelligent weapons are those that have Intelligence (IQ) enchanted into them. They may also have an Ego, which is the self-awareness and active will of the weapon. Any intelligent weapon has an alignment (Law, Neutrality, and Chaos) that is the same as the original enchanter who first gave the weapon Intelligence. This alignment may not be changed by any normal means.

Any person attempting to use an intelligent weapon may have difficulty in convincing the weapon to cooperate. Any intelligent weapon, especially one that is enchanted to have a damage bonus or Purpose vs. a specific type of enemy, will tend to want to fight that type of being, regardless of consequences to its wielder (it gets a little carried away). Further, in other situations, a weapon may influence the overall behavior of the character. To determine whether the character or the weapon is in control, the following is used: Add the IQ and Ego of the intelligent weapon. This gives a point total. Add to this total 1 point for each Special Power that the weapon possesses, 1 point for each damage bonus that applies to the situation, and 1 point for any Purpose that applies to the situation. Thus, an IQ 10, Ego 8 weapon with a damage bonus of +3 vs. Trolls would add up to a 21 in cases that involve Trolls and whether or not to fight them. A character wielding the weapon would have a point total equal to 2 times his Prime Requisite. (Thieves and Halflings use Strength for this situation.) Thus, a Fighter with Strength 13 would add up to a point total of 26 under most conditions. The point total of the character is compared with the point total of the weapon. If they are equal, each has a 50% chance of being in control of the situation. For each point of difference, the higher one has an additional 5% chance of being in control. Thus, in the case of the Strength 13 Fighter and the described weapon, the Fighter would have a 75% chance of controlling the weapon and the weapon would control the Fighter the other 25% of the time. Subtract 1% from the character's chance for every point of damage that the character has taken (pain saps the will). Add 1% to the character's chance of controlling the weapon for each Phase of physical danger that he is in because of the weapon's control. This control can be checked every Turn (6 Phases) in situations of crisis or danger.

The continuing influence of a weapon over a character is calculated in the same way, but by comparing the sword's total vs. the character's Prime Requisite (or Strength) plus level. A character that is generally controlled by a weapon enchanted vs. Dragons will generally dislike Dragons, etc. A weapon with a high Ego (at least equal to the level of the character) will demand fancy scabbards, gems for its hilt, a catchy name to be called by ("Trollsbane", "Dragonfang", etc.), and likely other benefits that are appropriate to the weapon.

Any time that a character owning an intelligent weapon goes up a level and does not yet control it, there is a chance that they will gain control. This can be determined in the manner shown by this example. A character initially acquired the weapon (or vise versa) when she was two points below the sword, and thus had a 40% chance of controlling it. Needing a roll of 00 - 39, she fails in this initial roll. When the character goes up a level, the chance of control increases by 5%. Roll the percentage dice. A roll of 00 - 39 is ignored and re-rolled, as that range was covered by the initial roll. A roll of 40 - 44 means control was gained, and 45 - 99 means that it was not. Once continuing control is gained, no more rolls need be made. However, the weapon may gain temporary control in a crisis.

At any time, enchantments may be added to an intelligent weapon, at costs described in the Constructing Intelligent Weapons rules on page 5, up to the limits described therein.

If a character attempts to handle an intelligent weapon that is of an alignment not his, he will take damage from the weapon. A Lawful or Chaotic character attempting to handle a Neutral weapon, or a Neutral character handling a Lawful or Chaotic weapon, will take 1-6 points of damage. If a Lawful character attempts to handle a Chaotic weapon, or a Chaotic character a Lawful weapon, he will take 2-12 points of damage. If the weapon of a different alignment additionally has a Purpose vs. the character, the damage is *doubled*. If a being of the same alignment as the weapon is magically controlling the character, the damage is *halved*.

Picking up an intelligent weapon for the first time is considered a crisis situation. If the character is in 100% control in both crisis and continuing situations, then the damage mentioned above only happens once. If the weapon has control, then it can continue damaging the character once a Turn till death, or not, as it (i.e., the referee) desires. Under this situation, a Dispel Magic or

some other means of damping magic is needed to remove the weapon from the character's hand.

A character may not use an intelligent weapon's Detects or Special Powers if he cannot wield that type of weapon under the rules. This, a Cleric would not be able to use the powers of a magical sword.

The intelligent weapon power "Flaming" is a special enchantment that causes extra damage to beings especially susceptible to magical fire, and certain other beings. A weapon that is Flaming does +1 per die of damage to plants and plant-like beings, +2 per die to Trolls (or other beings specially damaged by fire), and +3 per die to Undead monsters (but not Demons). A Flaming weapon casts a light around the welder equal to that of a torch and is active whenever drawn.

The Damage Bonuses "Drain one Life Level" and "Drain two Life Levels" describe the number of Life Levels that the weapon will drain from a living target on any one hit. Draining Life Levels from a creature reduces its Hit Dice, skills, Attack, and Defense Levels accordingly. Any damage that the drained creature has taken is applied toward its *remaining* Hit Dice. Any creature that is dropped from its normal level to 0 or fewer Life Levels (normally equal to Hit Dice or Character Level) is dead. Any character that is slain while missing Life Levels cannot have them restored by clerical Restore Life Levels, but needs a Raise and Restore, or can earn back the lost levels after a normal Raise Dead (5C).

Any weapon that has a Purpose vs. a particular type of target will cause any such target to make a Saving Throw against magic, or be paralyzed, killed, or disintegrated, depending on if the sword is Purposed to Defeat, Slay, or Destroy respectively.

Most intelligent weapon Special Powers is always turned on whenever the weapon is in the hand of a wielder. The exceptions must be specifically activated *and* have a limited number of uses per day. (See the construction rules.) Such Powers may be used a number of times per day equal to the IQ of the weapon divided by the Spell Point cost of the spell being activated. Spells with a maintenance cost could be kept on for one continuous stretch of time, or possibly more than once for short bursts. All of the normal spell restrictions apply. Thus, Strength (× l-4) cannot be used more than once per day if it works, no matter what the IQ of the weapon.

Special Powers are restricted to spells that primarily affect the wielder, and under no circumstances should include destructive magical spells. The Detection Spells that are built into an intelligent weapon are basically the same spells that are available to Magic Users. The only difference is that the range of the Detection spells is based on the Intelligence of the weapon instead of the level of the caster. Thus, an Intelligence 10 weapon would have Detection abilities with the same range as the spells if cast by a 10th level Magic User.

Non-Intelligent Weapons

Non-Intelligent weapons can add to the attack level of the wielder, or to the damage done on each blow that hits an opponent, or both. In the case of a damage add, the bonus is for each die of damage that the weapon does for a normal strength wielder. Becoming stronger increases the number of dice, but not the amount due to magic. A Strength 36 blow from a mace +2 will do 6 dice + 4. The damage bonus does get multiplied in the case of a Critical Hit. Also, the damage adds from such items as Gauntlets of Ogre Power stack with the damage bonus of a weapon.

It is possible to find (or make) cursed weapons that subtract damage (or attack levels). Some weapons can have the power of Returning. In some cases this will only work for a particular type of thrower (say Dwarves), or for anyone.

Armor and Shields

The defense bonus of either armor or shields is added to the Defense Level of the character wearing or using the item. Armor adds its defense level to the wearer when attacked from any direction, but a shield only adds its defense level bonus to the user when he is attacked from a direction the shield faces. Thus, a person being attacked from behind, while using a shield in a normal manner, does not get the benefit of the defense level of the shield. Other shield powers:

"Mirrored" means that the shield has a highly polished magical surface that reflects all forms of light, natural or magical. This type of shield can also reflect energy magic that is no wider than the shield, or that parts of it that is as wide as the shield, with a 1/3 chance of doing so. Any time such energy magic hits the wielder of the shield from the direction in which the shield faces. Thus, if a Micro-Ball is aimed at someone holding a Mirrored Shield, it has a 1/3 chance of being reflected in the direction of the original caster. If a Lightning Bolt is aimed at someone holding a Mirrored Shield, there is a 1/3 chance that a section of the bolt as wide as the shield will be reflected.

"Jeweled" means that the shield is covered with faceted magical gems (total value if separated - from 10,000 to 60,000 gold pieces) that have a 1/3 chance of scattering light or energy magic that hits the shield. If such light or magic is scattered, it will splash outward for a distance of 6 feet (1 game inch) from the shield in a 60 degree cone shape. If a Micro-Ball or other individual spell hits such a shield, it has a chance of hitting another target in this area. If a Bolt or Cone hits the shield, *all* beings in the affected area are hit.

Neither a Mirrored nor a Jeweled Shield will guard against the effects of energy magic hitting from a direction other than the front of the shield, nor will they protect against Cold, Poison, or other non-reflective effects.

"Brightness" means that up to 3 times per day, the wielder of the shield may activate the shield to produce a blinding flash of light as Flash (2I). Anyone directly facing the shield within 3 game inches will be affected.

"Soul Trapping" indicates that the shield has a dark, shiny surface whose appearance catches the eye. Anyone looking directly into such a shield from no more than 1" away will have to make a Saving Throw vs. Magic. Anyone not making this Saving Throw successfully has his soul ripped out and stuffed into the shield, leaving an uninhabited body that may be animated magically or possessed by a spirit or demon. The user of the shield may return a trapped soul to a body under the condition that the soul performs a single service for the shield-holder, or may simply release the soul freely. If the soul is released with a service condition, the freed soul *must* perform this service upon command, or it will return to the shield, as long as the shield still exists. No more than one single service may be required in this manner, and it must be simple in its nature. "Serve me forever" is not a single service. "Bring me all of your personal treasure" would be a single service. The freed soul cannot attack the holder of the shield until this service is completed.

"Protection From (blank)" indicates that the shield has the described power (see spell descriptions or scroll descriptions for details) in the direction that the shield faces.

"Has IQ & Ego (as Sword)" indicates that someone has spent a lot of Spell Points to make the shield intelligent. In addition to the normal benefits of such a shield, it may have (almost) any power of an intelligent weapon. See Intelligent Weapons tables and roll the number and type of Detects, as well as its IQ and Ego.

"+4 vs. Specific Opponent" means that the shield normally may have a lower Defense Level Bonus, but when in combat vs. some specific type of being or monster, it adds +4 to the Defense Level of the holder!

Potions

Most of the potions have the same name as one of the basic magical spells. For most potions, the following rules hold true: The potion has the same basic effect as the named spell, beginning 1 full Turn after the user begins drinking or otherwise absorbing the potion. This effect lasts for a period of time of 7-12 Turns (rolled randomly by the referee). The effects of any potion do not add on to the effects of a similar spell or magic item. Thus, one would not get twice the effect if one wore a Fire Resistance Ring and also drank a Fire Resistance potion. The exceptions to these rules are as follows:

Giant Strength: This potion adds 19 to the strength of the user. You can not drink another Giant Strength poition until the same number of turns as the previous potion lasted have lapsed. This allows the body to try and recover from the extra exertions you performed.

Longevity: There is no equivalent spell for this. It negates the effect of a single blow by a Withering implement or spell. This negation does not wear off.

Poison: The effects of this begin immediately upon consuming the poison and do not wear off at the end of 7-12 turns. A randomly obtained poison does from 2-20 dice of damage, determined randomly.

Healing: This cures 2-7 points of damage over a period of six Phases, beginning immediately after being consumed. Thus, if a damaged character drinks a Healing Potion, 1/6 of the total effect of the potion occurs on the Magic Phase after the drinking starts. An undamaged character may drink a Healing Potion, but any part of the Healing that would occur before the character actually is damaged is wasted, and has no effect. Any healing actually completed by the use of this type of potion is permanent, and the healing effects do not fade away after 7-12 Turns. If a Dispel Magic or other form of magic damping occurs while the Healing Potion is taking effect, only the parts that were completed *before* the Dispel have an effect.

There is no limit to the number of Healing Potions that may be drunk consecutively.

Heroism: this adds +3 to the Attack Level of the consumer. No character may drink more than one of these potions in a single day.

Double Protection: This adds +2 to the Defense Level and 10% to the Saving Throws of the consumer.

Specific Poison Antidote: This neutralizes the effects (but not any damage already caused) of the poison for which it is intended. Thus, a Wyvern Poison Antidote would have the effect of a Neutralize Poison on a character that has been poisoned by a Wyvern.

Sleep Drug: This causes the consumer to have to roll a Saving Throw vs. Poison. If the Saving Throw is not made, he or she falls asleep for a number of hours equal to (24 - Constitution of consumer). This is a basic form of sleep drug usable by thieves and modifiable at the discretion of the referee.

Other potions follow the descriptions of the similarly named spells. Potions whose effects would be variable based on level (that is, that are based on a spell whose effects vary with the level of the caster) have the same effect as if they were a spell cast by an 8th level caster. This means that Dispel Magic would have to successfully Dispel up to 8th level in order to stop a potion from functioning. This is especially to be noted in cases where a potion's effects may be temporarily interrupted by Dispel Magic (see Using Magic Items).

Clerical Staves

There are many types of staff usable by Clerics. All of these have several things in common. Unless stated otherwise, they may not be used (except as a simple quarterstaff) by any class of character except a Cleric. Unless stated otherwise, if used in combat, they act as a

+0 Quarterstaff, acting as magical but having no attack level or damage bonuses. Activating any of these staves counts as a magic activate by the character. Some staves require a 0th level spell each time they are activated, out of that Cleric's spell allotment for that day. All clerical staves have a Saving Throw vs. Destruction as shown on the Magic Item Destruction Saving Throws on page 11, unless stated otherwise. Clerical staves are not constructed, but are obtained directly by Clerics while in communion with whatever deity their church follows.

Staves of Commanding and Striking are two special cases. These may be obtained as clerical items but are more commonly uncharged magical staves with equivalent effects. Either a Magic User or a Cleric may use a magical Staff of Striking or Commanding.

The following are descriptions of the various staves used in the Clerical Staff Table.

Healing: This staff is able to heal any number of different living beings, at a rate of 1 being per Turn, 2-7 points per healing. No individual Staff of Healing may be used on any single living being more than once in any one day. This staff generates the equivalent of the spell Cure Light Wounds (1C) and so is subject to all of the restrictions of that spell. The staff must be in contact with both the Cleric using it and the being to be healed for a full Turn. This Turn may not be interrupted, or the healing is terminated with only partial effect.

Extra healing: Same as above, but does 4-14 points of healing as Cure Serious Wounds (4C).

Striking: This is a combat weapon that does 3 extra dice of magical damage per blow struck. Thus, strength bonuses are only added to 1 die of the 4 dice of damage. As with other staves, it uses the Quarterstaff line on the Attack Matrix. An Irish version of this is the Shaleile, which is a walking stick with a knob of the end. It uses the Mace entry in the Attack matrix, but still only does 1 die of physical damage.

Snake staff: This is a special type of staff that can either by used as a +l Quarterstaff, or can be ordered to strike to Entangle (use Fast Envelopment line on Attack Matrix instead of Quarterstaff). Once it has Entangled a foe, the Staff flexes and holds him with an equivalent Strength of 25, and thus will hold beings of lesser Strength than that.

Withering: This staff causes the destructive aging of any living being struck by the staff, at a rate of 10 years per blow. The victim gets a Saving Throw (as if vs. Death). Blows from this staff will not mature a young being, but simply reduce its life span. The effects of this staff can be counteracted by the use of one Longevity potion for each blow struck if the potion is drunk within 1 game day of the aging.

Commanding: This staff allows the wielder to cast the clerical Animal Control, Plant Control, and Human Control spells. No more than 1 spell per Turn. All controlled beings at any given time must be of one of the three types. This staff, and all following clerical staves, uses up a 0th level clerical spell for each use.

Life: This type of staff allows the user to cast a Cure Serious Wounds, Neutralize Poison, or Cure Disease spell.

Death: This type of staff acts as both a Staff of Striking and, when activated, also as a Staff of Withering for 1 turn.

Control: This type of staff acts as a combination Snake Staff and Commanding Staff.

Piety: This type of staff allows the user to cast Cure Light Wounds, Detect Evil, Protection Evil, Dispel Evil, Hold Person or Locate Object spell.

Restoration: This staff allows the user to cast a Cure Serious Wounds, Neutralize Poison, Purify Food & Water, Cure Disease, Restore (1-4) Life Levels, or Remove Curse spell.

Discovery: This staff allows the user to cast a Detect Magic, Detect Evil, Detect Traps, Detect Clerical Spell, Detect Injury, Detect Alignment, Detect Water, or Detect Possession spell.

Speaking: This staff allows the user to Speak Languages, Speak With Plants, or Speak With Animals, 1 at a time.

Holding: This staff allows the user to cast a Hold Person, Hold Being, or Hold Monster spell.

Magical Staves

Staves that can only be used by Magic Users, or by both Magic Users and Clerics, normally obey the following rules: Unless otherwise stated, a magical Staff may be used in combat as if it were a Quarterstaff +0. The powers within a staff may only be used by someone with the proper Activation spell (different for each type of staff, but all are based on Activate Staff, 2M. No staff that uses charges may hold more than its original maximum of 200 charges. Any staff casts its spells as an 8th level Magic User, or ½ the level of the user, whichever is higher. Thus, a 20th level Magic User can coax 10th level magic out of a staff. Unless stated otherwise, all staves use 1 charge each time they cast a spell. If a staff contains more than 1 spell, the user may cast any 1 of these spells at the time of activation. Staves that use charges may be recharged by the spell Recharge (5M).

Staves that contain Fire, Lightning, Energy, or Heat spells have a specific disadvantage: They can blow up! This explosion can be triggered deliberately by the wielder of the staff, as a measure designed to kill his enemies while taking his own life. It can also be triggered accidentally, by destructive magic hitting and destroying the staff. A Staff Explosion is calculated as follows: The Hit Points of damage done by a Staff Explosion at the point of the explosion are equal to the number of charges on the Staff at that point, times the sum of the Spell Point costs of the destructive magic on the staff, all divided by 10. Thus, a staff with 50 charges and the destructive

spells Fireball and Fire Dart would do a basic damage of 50 Hit Points at range of 0". Destructive spells only include spells that are Fire, Lightning, Energy, or Heat. Special note: any spells in a staff that are of a destructive energy, but do not do damage at the level of the caster (Firewall, Ball of Fire, etc.) have a special bonus. Such spells only count an appropriate fraction of their Spell Point costs for purposes of figuring out Staff Explosion. Thus, Wall of Fire would normally count as only 5/4 Spell Points, since it only does 2 dice of damage and not 8. Further, any Resistance spell that is listed on a Staff and normally applies to the wielder also applies to any Saving Throw made by the staff against that same danger.

The explosion radius and pro-rated damage on a Staff Explosion are figured out as follows: The explosion is a sphere with a radius equal to the Staff Explosion Hit Points divided by 64. The damage done away from the center of the explosion decreases by 64 points per scale inch. Thus, if no walls are around to compress the explosion, and someone is 1/4" from the staff that explodes, he will take 16 points less damage than someone touching the staff would take (16/64 = 1/4). Remember, however, that this explosion, like Bomb and Fireball spells, will be compressed and shaped by solid walls, and the referee should take this into account when figuring out the equivalent distance from the center of the explosion. This means that, if a character is standing 1/64 of the total explosion's total distance out from the center, this should be compared to the explosion radius for figuring damage. Rather than simply measuring direct distance from character to staff, since the character may be getting hit with compressed explosion.

Now you can see the reason why most staves do not have several destructive spells in them: no sane Magic User would carry around such a potential bomb! However, as you can see, staves that have no more than one or two destructive spells aren't too much of a danger, and can certainly be useful enough to be worth the risk.

Magical Staff Descriptions

The following is a description of some sample Magical Staves. As you can see, you can design many staves of your own, but this should give you a good basic list.

Commanding: This staff is the same as that usable by Clerics, but its use is restricted to Magic Users. It may be charged or uncharged. No more than one of the three spells may be in use at a time.

Striking: Same as Clerical staff.

Sorcery: This staff has the spells Vari-Ball, Vari-Bolt, Stonewall, Wizard Lock, and Fear Cone.

Protection: This staff has the spells Negation, Fear Cone, Levitation, and provides its wielder with continual Fire Resistance, Cold Resistance, and Double Protection.

Water: This staff allows the wielder to Walk on Water, Breathe Water, Part Water, Lower Water, Summon a Water Elemental, or to Speak Mer. Each of these uses charges except for Speak Mer.

Fire: This staff has the spells Vari-Ball, Micro-Ball, and Summon Fire Elemental.

Air: This staff has the spells Air Jet, Air Wall, Summon Air Elemental, and allows its wielder to speak Wisp.

Earth: This staff has the spells Rock-to-Mud, Stone-to-Flesh, Stone Wall, Summon Earth Elemental, and acts as a Staff of Striking that adds +1 to each die of damage.

Elemental: This staff allows the user to cast a Summon Elemental of any type, no more than 1 at a time, and uses 1 charge per Elemental summoned. Further, this staff enhances the control that the wielder has over the Elemental so that it will obey any command of the staff-holder unless someone physically attacks the staff-holder other than the Elemental.

Death: This staff has the spells Death, Individual Death, Cloudkill, Animate Dead, and Control Undead.

Ice: This staff has the spells Cold Cone, Ice Wall, Cold Beam and Freeze Water, and provides its holder with continual Cold Resistance.

Flame: This staff has the spells Flame, Firewall, Ball of Fire, Match, and provides its holder with continual Fire Resistance.

Detection: This is actually several types of staves, which can contain from 1-6 types of Detection and Measure spells. (See spell list). Any single Detection spell from this type of staff may be kept activated at any time without utilizing any charges. Activating any Measure spell or more than one Detection spell at a time uses up 1 charge for each extra spell.

Change: This staff has the spells Growth Plant, Growth Animal, Polymorph Others, Part Water, and Charm Monster.

Defense: This staff has the spells Anti-Magic Shell, Protection/Magic Missiles, Water Breathing, and Dispel Magic.

Discretion: This staff has the spells Mirror Wall, Projected Image, and Invisibility.

Walls: This is several types of staves, as a class. Any Staff of Walls should have from 1-6 Wall spells of various types, Fire, Ice, Stone, etc.

Light: This staff has the spells Continual Light, Continual Darkness, Invisibility, and allows its holder to See Invisible.

Transport: This staff has the spells Teleport, Dimension Door, Knock, Passwall, and Flying.

Winds: This staff has the spells Wind, Whirlwind, Air Jet, Vortex, and Wizard Wind.

Slumber: This staff has the spells Maxi-Sleep, Ultra-Sleep, and Awaken.

Combat: This staff, like the Staff of Striking, does not use charges for its Striking ability. In addition, however, it has the spells of Strength (x 1-4) and Smiting, which do use charges.

Lightning: This staff has the spells Vari-Bolt and Electric Micro-Ball, and provides its holder with Electrical Resistance.

Repair: This staff has the spells Dispel Magic, Remove Curse, and Healing (4M).

Traveling: This staff has no direct spells and no charges, but it adds 3" to the movement speed of the holder, will stand balanced upright if commanded to do so, and improves the holder's Saving Throw against falling into pits and other such traps by 10%.

Those staves where the notation simply tells how many spells and what types are to allow the referee to roll randomly for more unusual staves. Perhaps designed for a specific Magic User's needs.

A Staff with an IQ and an Ego also has an alignment, and acts as such. It may also control the holder. See Intelligent Weapon rules for results.

Wands

Wands are a Magic User's best weapons, in many cases, or simply another useful tool of the trade. Wands are a means of storing up spells for later use, especially those spells you would always want to have, but not necessarily want to memorize.

A wand may include any Magical Spell of levels 1 to 6. No wand can contain more than one spell or more than 100 charges. Because of the nature of the use of wands, and the relative construction costs, most wands are of lower level spells and less expensive spells (in Spell Point cost).

A wand may only be activated by a Magic User, using the Activate Wand Spell (1M). A wand may be recharged up to its maximum capacity by use of the Recharge spell (5M) cast in conjunction with the spell that the wand holds. See the description of Recharge. Each casting charges the wand by 1.

A spell cast from a Wand is cast at a Dexterity Count determined only by the spell point cost of the Activate Wand spell, not the cost of the spell contained within the wand. This makes the wand a very rapid form of magic.

Unless it is labeled, an unidentified wand can only be identified by using it or by the use of a Magic Analysis spell (3M).

A normal wand casts a spell that has the same effect as if the spell were being cast by a 6th level Magic User. No matter what level Magic User would be necessary to cast the spell. See the Magic Construction Rules for more information about Wands.

Rings

Other than swords, rings are possibly the most common types of magic item out of myth and legend. Magical rings can help you or harm you, cast spells on the wearer or on others (with limitations). The limitations in what kind or rings are possible are simple. A ring may only cast a spell on anyone other than the wearer if it is designed as a Spell Storing type of ring, either to be recharged by a Magic User, or that recharges itself a limited number of times per day. Rings that only add to the inherent powers and abilities of the wearer usually have no limitations in terms of charges, unless stated otherwise. Rings that actually cause some alteration in the wearer (Polymorph Self, Healing, etc.) have some form of limitation in most cases, since they are most economical to construct in that form (see Magic Item Construction Rules). Any character can wear one or two rings (no more than 1 on each hand). Any character may activate any normal ring. It is possible (see Magic Item Construction Rules again) to construct a ring that may only be activated by a Magic User. Rings, unless designed otherwise, are assumed to act as if the spells contained in them had been cast by a 10th level Magic User.

Detection rings: These rings are designed to allow the wearer to detect the named type of thing, as if casting the appropriate Detection spell as a 10th level Magic User. Thus, most of these detects have a 10" range when in the form of a ring. The only unusual ring in this section is the Movement Detection Ring, which allows the wearer to detect whether he himself is in motion or whether any other single object within 10" is in motion. The wearer may use this ring to "sweep" an area in front of him when he is unable to see, and he would thus note anything moving in the area being checked.

Control rings: These rings are designed to allow the caster to cast the Control spell named, normally 1-3 times per day (roll randomly when ring is found, or as constructed by a character). While it is possible to construct a Control Ring that will work more often, it is usually considered more expensive than practical to do so. In cases where there is no specific spell description for the spell named, use the information for Human Control, but applied to the type named. The spell, when cast from a ring, lasts until dispelled.

Resistance rings: These rings are designed to give the following advantages to the wearer: Against the type of magic or damage named, the ring improves the Saving Throw rolls of the wearer by 10% and subtracts 1 per die from any damage taken of that type. Thus, a Ring of Poison Resistance would adjust the Saving Throw vs. Poison and subtract 1 per die from the damage taken by the wearer. A Ring of Type VI Magic Resistance would help the wearer against Lightning Bolts, Air Jets, and any other Type VI magical spell. These rules apply to any Resistance magic items, no matter what shape.

Defensive rings: These are rings that are continually functioning, usually based on the magical spell of the same name as the Ring. The special cases are Ring of Fog, which is based on the Illusionist spell, but with a reduced radius. Light Adjuster, which allows the caster to increase or decrease the light around him from weak daylight to total darkness. Protection/Life Level Drain, which gives the wearer a Saving Throw vs. Life Level

Draining attacks, or a 10% modifier against such attacks that already give a Saving Throw. Slow Bleeding, which reduces by 1 point per Turn any bleeding or deterioration of the wearer, conscious or not, as long as the wearer is alive. Spell Turning, a special case all its own.

Ring of Spell-Turning: This is designed to deflect magical spells that are aimed directly at the wearer. A percentage (from 1-100%) of any spell that is aimed directly at the wearer of an item of Spell Turning is reflected back at the caster of the spell. Spell Turning will not affect spells that are cast from an implement, but only directly cast spells (Magical, Clerical, and Druidic). Spell Turning will not affect spells that are aimed at an area that happens to include the wearer (such as cones, Fireball spells, or spells that affect all or most persons in a fixed area). Spell Turning will affect Micro-spells, Beam spells, Individual spells, and those parts of a Bolt spell that includes the wearer. Thus, if someone wearing Spell Turning were hit by a Lightning Bolt, he would reflect a percentage of that part of the Bolt that hit him back at the caster. Others hit by the same Bolt would not be protected in any way. In the case of Charm and similar spells, if the wearer of Spell Turning rolls 1-50%, he is still affected by the spell and must make his Saving Throw. If he rolls 51-100%, the *caster* must make his Saving Throw against his own spell. In cases where the spell that hits the Spell Turning would cause damage, the rolled percentage in damage is reflected back at the caster, who must attempt to make his own Saving Throw vs. Magic. Spell Turning will not affect the natural abilities of beings or monsters (such as Dragon Breath or Stone Turning).

Active rings: These include all of the rings that are of miscellaneous types which either must be activated or affect someone or something other than the caster. In cases where the vision of the wearer is enhanced (Infravision or See Invisible), the item stays activated, once activated, until removed or de-activated. Where a spell is named, and a number of uses per day are indicated, simply refer to the spell descriptions. The Healing Ring is based on the 4th level magical spell, and heals the wearer 1 point per Turn. "ZAP" Healing is a special type of ring that can be activated to heal whatever damage is on the wearer, up to its maximum limit per day. This healing is done instantly, during the Magic Phase in which the ring is activated. Note that the Healing Ring need not be activated, but will work automatically, while the "ZAP" Healing Ring must be activated.

Cursed rings: These are some of the possible cursed rings, some of them deliberate traps, and others the result of bungled research. Cursed Rings, and other Cursed items that are worn, can only be removed by a Remove Curse (clerical or magical) or by being placed in a magic-damping area of some sort. A Dispel Magic will not suffice. Other Cursed Rings normally cause the wearer to have to roll a Saving Throw vs. Magic, and failure to achieve this Saving Throw will allow the ring to take effect. A Ring of Treachery will cause the wearer to subtly betray his fellows and destroy them. A Spell Point Eater will consume from 1-100 Spell Points, if the wearer has Spell Points. A Ring of Drain 1 Life Level/Turn will do so each Turn the wearer does not achieve his Saving Throw vs. Magic. A Ring with Poisoned Pin may be of any type, but will do from 2-20 hit dice of poison damage to the wearer (1-10 dice if Saving Throw achieved). A Ring of Geas will cause the wearer to be controlled to the extent of being ordered by the ring to perform some dangerous task (referee discretion) or die. An Intelligent Ring will attempt to control the wearer (see Intelligent weapons rules). A Ring of Solidification will solidify the air or water around the wearer, suffocating him. This solidification may be dispelled by a Dispel Magic, but there is no Saving Throw for the wearer of the ring if such a Dispel is not available.

Special rings: These are some of the more rare and expensive rings, not commonly found simply because they are not commonly produced.

Rings of Spell Storing contain 1 or more spells of any type, can be worn by any character class, but must be refilled by a Magic User. Multiple spells in a ring will be related, such as a Ring of Spell Storing, Fireball and Mini-Ball. The level of the stored Fireball would be that of the Magic User who last filled the ring by casting a Fireball spell into it (not simply *at* the ring, but deliberately into it). If the spell to be stored is variable in any way other than range or position, the Magic User who fills the ring must determine the limits. Thus, a Spell Storing Ring with Vari-Ball in it will have to have a specific size stored in it. When activated, the spell comes out of the ring after a slight delay, the delay time in Dexterity Counts being equal to the Spell Point cost of the spell to the Magic User who filled it.

Regeneration Rings are a much more powerful form of the Healing Ring (Active Ring section). A Regeneration Ring will heal the wearer 1 point per Turn, with no upper limit per day (except for the number of Turns in a day). A Regeneration Ring will even attempt to heal a character who is unconscious, or who has absorbed damage greater than his death level while wearing the ring. If a character has more damage on him than his death level, and was wearing a Regeneration Ring when he exceeded this death level, the ring will attempt to heal him at the normal rate. But with an N% chance of failure, where N is the number of hits that the character was beyond his death level. If the Regeneration Ring is removed (destroyed, deactivated) while the wearer is still in excess of his death level, the character dies. A Regeneration Ring will heal a character that was *not* wearing it at the time the damage was absorbed only if the damage did not kill the character. A Regeneration Ring will not heal a character whose body fails to achieve a Saving Throw vs. Body Destruction, if required.

Strength +2-12, (all day) will add the rolled number to the strength of the wearer. The amount is rolled when the ring is made, not variable on any one ring.

Anti-Magic Shell (1 per day) means that the wearer may, once each day, activate the ring and it will cast an Anti-Magic Shell (6M) around him, with the same limitations as the magical spell.

Wishing (1-3 wishes) means that the ring allows the wearer to make the indicated number of wishes and is then forever used up. The success of a wish is largely up to the referee, but should generally do exactly what the wearer asks. As long as the wish neither (1) alters the flow of time or past events too drastically or (2) requires the wish to transport or create magic items of any kind. Thus, a wish could be used to snatch a body out of the jaws of destruction, if it would have been destroyed, but not bring along magic items. A wish could not be used to cause a major event not to have happened in the past, but can alter it slightly (such as a captive's body being removed from a Troll's lair before being eaten, but after being killed). A smart player will save Wishes for emergencies, and not waste them on minor things. A smart referee will be careful in what he allows his players to do with their Wishes.

Miscellaneous Magic Items

There are many magic items that fall under this category, but a few rules and limitations are common to all of them. First, there is a limit to how many a character or being may wear at one time, of those that are to be worn. This limit is 1 Helm, 1 Cloak, 1 set of Boots, 1 Medallion, 1 Amulet, 1 Scarab, 1 set of Gauntlets or Gloves, and 1 Belt or Girdle. Common sense should be used when applying this limit, and with reference to unusual magic items. A magical set of Goggles would not be adding another item to what may be worn, since they would replace a Helm, and both could not be worn together. The second limit is a simple one: The shape of the item should be related to its powers and purposes. That is, Gauntlets should be related to things done with the hands, Boots to things done with the feet, etc. If the name of the item is the same as that of a magical or Illusionist spell, assume that it performs as the spell does unless the description of the item states otherwise.

The most important limitation of all is that, unless the item is of a Spell Storing type, a magic item that is worn should not cast spells on other than the wearer. Spell Storing, as in the Construction rules, includes both those items that need to be filled by a Magic User, and those that refill themselves. Miscellaneous Magic Items that cast energy or destructive magic are especially to be avoided, if they are to act constantly or refill themselves. This last restriction is both for game balance and for the sake of the magic system, since it isn't nice to create energy out of nowhere. Unless stated otherwise, any item in the Miscellaneous Magic category can by used by any character that can wear the stated type of item. Magic Users (other than combination characters or Elves) cannot wear items described as being armored. Humanoids cannot wear bridles and saddles. Again, use common sense where needed.

Helms

Most of the powers of the Helms are self-explanatory. Unless stated otherwise, a Helm is designed to constantly cast a spell on the wearer, as long as the item remains active. When designing Helms for additional items, remember that Helms should contain magic related to the head and senses, or that involve mental spells.

A Helm of Telepathy gives the wearer the power of the 4th level magical spell.

A Helm of Reverse Alignment alters the alignment of the wearer, if he fails to achieve his Saving Throw vs. Magic.

A Helm of Protection/Mental Spells prevents the wearer from being affected by, and from casting, any mental spells of a magical, Illusionist, or clerical nature that involve illusion, controls, charms, holds, etc. It would not prevent physical effects that are mental in origin, such as Type III magic that has physical effects (Teleportation, Magic Missile, etc.).

A Helm of All-Around Vision is a featureless helm with no eye-slots that gives the wearer the ability to look in any direction, even behind him. He cannot see in all directions at once, but has a normal field of vision in any direction. It takes 1 week of concentrated effort to learn move around comfortably while wearing and using this item, since it blocks normal viewing.

Helm of Blinding Brightness is a shiny gold-colored helm that contains a jewel set at the tip. This jewel, upon command, will emit a bright light, equivalent to a Flash spell in brightness, from 1-3 times per day. The Helm itself, in daylight or equivalent, will cause any being using normal vision to avert his eyes from the wearer if possible.

Helm of Teleportation does not itself contain that spell, but enhances the use of it by a Magic User. There are two possible uses of a Helm of Teleportation: either a Magic User may use it to multiply the number of times he may Teleport with a single expenditure of spell points (times 1-4, rolled randomly each use). Or he may use the Helm to convert a Teleport spell to a Passenger Teleport spell, but not both. Thus, a Magic User might Teleport for 1-4 times for the cost of a single Teleport spell, or take someone along with him. All of the uses of such a Helm on a single Teleport spell must be within one day.

Cloaks

A cloak is the basic form for magic that must encompass the whole body. Cloaks that resist magic or physical forces, and cloaks that affect the appearance of the wearer, are good examples. Normally, Cloaks are

always functioning, rather than needing activation. The exceptions are noted below. Unless stated otherwise, the Cloaks act as the magical or Illusionist spell of similar name.

A Cloak of Mist allows the wearer, upon activating the cloak, to turn himself and the cloak into Gaseous Form, as the spell.

A Cloak of Darkness makes the cloak and wearer black as a shadow and effectively invisible in shadows and at night.

A Specter Cloak makes the wearer invisible, but leaves the *cloak* visible.

A Cloak of Flying must be activated and is designed to travel at a fixed speed, determined by the referee when it is found.

A Cloak of Vampirism is considered by some to be a cursed item, since it gives the wearer the powers and abilities of a Vampire, but has a 10% chance per day of converting the wearer *to* a vampire in the process.

A Displacer Cloak uses the spell Displacement (2I).

A Cloak of Disguise Self uses the Illusionist spell of the same name.

A Cloak of Tireless Swimming is made of enchanted sealskin and enables the wearer to float or swim for 16 hours per day without sinking, of which 1 hour per day may be active swimming for each point of Constitution the wearer has.

A Cloak of Camouflage allows the wearer to blend into any non-moving background with a 90% chance of not being spotted by any single being who looks in his direction.

Boots

Boots are a very simple type of magic item to design: They involve the feet, protecting them or enhancing them in some fashion. Boots of Speed, Flying, and Levitation are exactly what the magical spells say, with the speed of the flying limited as in the case of the Cloak.

Boots of Silence allow the wearer to move without making noise, but do *not* cast a silence around him or prevent him from hearing sounds.

Boots of Water Walking allow the wearer to walk at normal speeds on water as if on land.

Boots of Tireless Walking allow the wearer to walk across all solid surfaces for as many hours as he can stay awake, without physical exhaustion beyond that of carrying whatever load he has.

Boots of Balancing allow the wearer to balance on narrow planks, tightropes, etc., with 99% success.

Boots of Agility add 2-12 (determined for each pair of boots) to the Agility of the Wearer, with all appropriate benefits to Saving Throws and combat.

Medallions

Medallions are a form of magic item that includes most types of activated magic. Most medallions are in a circular form, sometimes with precious metals and gems that are worn about the neck on a chain. Medallions may, in theory, contain any type of active magic. All medallions must be activated in order to function, and most hold a limited number of charges; either per day or until recharged by a Magic User. The exceptions to this are items that provide a minor enhancement to the wearer (Speak Languages or Infravision) or that merely contain a Detection or receptive Mental spell (such as ESP).

Medallion of Elemental Summoning calls up one of the four types of elemental, of no more than 10th level (determined randomly by the referee per Medallion). Thus, a single Medallion calls up a single Elemental, of Air, Earth, Fire or Water. The person using this medallion need not be a Magic User, but the same restrictions apply on what he may do and still control the Elemental as if he were casting the Conjure Elemental spell directly.

Medallion of Spell Storing is similar to a Ring of Spell Storing. For example, a Medallion of Spell Storing (1 Lightning Bolt) would be possible. Only magical spells can be stored in this or other spell storing implements, not clerical ones.

Medallion of Lycanthropy: This type of Medallion allows the wearer to change from human form to animal form and back, as in the case of a Werewolf or other Were creature. Each Medallion is designed to change its wearer to a specific shape. If that shape, in Were form, is of an alignment other than that of the wearer normally, his alignment changes to that of the Medallion's form. Thus, a lawful human activating a Medallion of Lycanthropy (Chaotic Werewolf) would change to a Chaotic Wolf form, still wearing the medallion. In Were form, the person has all of the powers and weaknesses of his new form, including the vulnerability to silver and limited intelligence.

Medallion of Pyrotechnics (1-3/day) allows the wearer, upon activating the medallion, to fire a Pyrotechnics spell from it.

Amulet

Amulets are the shapes of protective magic. An amulet can be in any number of forms, but for the sake of clarity, we define amulets to be those small magical symbols or gems that are attached to clothing, that are in symbolic, stylized, or geometrical shapes. An amulet that is in the shape of a living creature of any kind is called a Scarab in these rules, and is counted separately in the limits of what magic may be worn.

Most Amulets contain a normal magical spell of a defensive or protective nature, or the same spell as a previously described magical item. The others are:

Amulet vs. Clairvoyance & ESP: This Amulet prevents the wearer from being observed by spells of Clairvoyance, Clairaudience, or ESP, or by implements utilizing these spells.

Amulet of Mental Spell Resistance: This Amulet improves the Saving Throw roll of the wearer by 10% if a mental spell, magical or clerical, is cast at her.

Amulet of Double Protection: This Amulet adds +2 to the defense level and Saving Throw rolls of the wearer.

Amulet of Stone-Turning Resistance: This amulet improves the Saving Throw of the wearer vs. being turned to stone by 10%. It subtracts -1 per die from any stone-turning effects that are hit-die based (that is, when the number of points of stone turning are rolled randomly, on dice, like Fire or Cold damage). For all-or-nothing stone turning, the Saving Throw is improved by 20%.

Amulet of Susceptibility: This cursed Amulet add 40% to the rolled Saving Throws of the wearer and subtracts 4 from his defense level.

Amulet of Protection/Self: This Amulet is the paranoid's dream. It gives the caster a bonus of 10% on Saving Throw and -1 per die on damage against any spell that he himself throws, in cases where he accidentally includes herself in a spell, or has it turned or reflected back by the target.

Amulets, because of their protective nature, are always activate, and must be constructed as such (see Magic Construction Rules) to be generally useful. In theory, any spell that is protective could be put into an Amulet. In practice, spells that are basically protective vs. magical effects and physical effects are put into Amulets, while clerical protections, curse protections, and certain other related things are put into Scarabs. In theory an Amulet is normally magical in origin, while Scarabs are Clerical in origin, so this division is easy to explain.

Scarabs

These magic items are generally in the shape of a plant or animal, small, sometimes made of a gemstone, inscribed with either holy symbols or magical runes. They are worn pinned to the clothing of the wearer, somewhere over the heart or nearby. Some of these Scarabs may be constructed by Magic Users, but those referring to clerical powers (healing, vs. demons or Undead, etc.) are clerical in nature, and are obtained by appropriate Clerics in favor with their relative deities who commune and ask such an item from above (or below, in the case of certain chaotic Clerics). Scarabs are always active in their protective abilities, but may not do anything active except under limited circumstances. The various Detection Scarabs are magical in nature, as are most of the cursed Scarabs. The others are normally clerical in nature

Scarab vs. Clerical Death Spell: This Scarab is able to absorb into itself, without harm to the wearer, from 1-6 clerical Finger of Death spells, no more than 1 in any given Turn.

Scarab vs. Demonic Possession: This Scarab helps to protect the wearer against Demonic possession by the following procedure: any Demon attempting to possess the wearer of this type of Scarab must make its own Saving Throw vs. Magic, or find itself contained within the Scarab for a period of no more than 24 hours. The Demon may not leave the Scarab during this 24 hours under its own volition, but may be released by the wearer of the Scarab upon making whatever promises the wearer deems necessary to protect himself from later revenge. The Demon may not break any promises made under the control of this Scarab, but need not make any promises at all if it chooses to simply remain in the Scarab for 24 hours. After that time, the Demon is free to do as it chooses, or to follow the original orders it had before attacking the wearer of the Scarab, if any. A Cleric of sufficient level may cast a Dispel Demon at the Demon while in the Scarab. This will release the Demon from the Scarab whether or not the Dispelling is successful. If the Demon is neither released voluntarily nor Dispelled within 24 hours, the wearer probably does not want to still be wearing the Scarab, since the release of the Demon will leave a somewhat annoyed Demon standing next to him.

Scarab vs. Exorcism: This Scarab is generally chaotic in origin, and is a favorite amongst the demonic set. Any being possessing the wearer of such a Scarab may not be exorcised by a clerical Exorcism spell. A Demon may trick a being into wearing such an item before or after successfully possessing him.

Scarab of Life Level Protection: This Scarab gives the wearer a Saving Throw (as if vs. Death) against being drained Life Levels when hit by a being or spell that would do so, or with a 10% bonus on his Saving Throw in cases where a Saving Throw is already applied.

Scarab of Non-Degeneration: This Scarab acts like the clerical spell of the same name, taking effect whenever the wearer is damaged to the point of unconsciousness but not death.

Scarab of Enemy Enragement: This Scarab, one of the cursed ones, causes any enemy attacking beings including the wearer to have to make a Saving Throw vs. Magic. Those failing to achieve this Saving Throw will attack the wearer of the Scarab in preference to other targets of comparable importance. The wearer will normally believe this Scarab to be of some beneficial type, perhaps Enemy Detection.

Scarab of Courage: This Scarab gives the wearer a bonus of 20% to his Saving Throw vs. Fear effects of any kind.

Scarab of Charisma: This Scarab gives the wearer an apparent Charisma 3 points higher than his natural one, for all purposes other than qualifying for special types of character (such as Paladin).

Scarab vs. Lycanthropy: This Scarab will prevent the wearer from falling under the control of a Were form, or changing shape if he already is a Were creature of any kind. Thus, someone wearing such a Scarab could not be changed into a Werewolf by a bite from one, and a Scarab

of this type would prevent a Werewolf in man-form from changing into a wolf.

Scarab of Insanity: This Scarab, while masquerading as some more beneficial type, will slowly cause the wearer to become insane (type of insanity at discretion of referee), curable only by a clerical Cure Insanity spell (4th level).

Gauntlets and Gloves

This shape of magic item should have powers that directly reflect the abilities of the hands and arms. Normally, these are always active, rather than having to be activated, and provide the wearer with some particular bonus that never changes within any given set of gauntlets or gloves. Either gauntlets or gloves of a pair must be worn to provide this bonus, as in the case of boots. Gauntlets are armored and gloves are not. In all descriptions, the term "Gauntlets" also applies to the unarmored gloves that could occur. It's just shorter this way.

Gauntlets of Striking: This type of Gauntlet gives the wearer a damage bonus of from +1 to +3 per die with any melee weapon used while wearing them. This damage bonus will add to the damage bonus on a weapon being wielded. If Gauntlets of Striking +1 are being used with a +2 damage bonus weapon, the bonus will be +3 per die. Gauntlets of Striking +1 are sometimes called Gauntlets of Gargoyle Power, and Gauntlets of Striking +2, Gauntlets of Ogre Power.

Gauntlets of Quickness allow the wearer to take 1 extra blow in melee, above and beyond all non-Magical adjustments. Magical adjustments such as Haste will override. This extra blow is added in *after* other adjustments are calculated for encumbrance and abilities. This extra blow is added for any weapon of length 10 or less.

Gauntlets of Accuracy add attack levels to the wearer, normally from 1 to 3. These added attack levels do not add on to attack levels gained from an enchanted weapon, although they do add to levels gained from abilities and from strength adjustments. Thus, a Fighter with Gauntlets of Accuracy +2 and a Broadsword +l Attack Level would only add +2 to his attack level, not +3.

Gauntlets of Archery add their bonus to the Archery die roll to hit, as if they were magical bows. Their bonus is determined by rolling on the Non-Intelligent Weapon Attack Level Bonus Table, ignoring 0 and negative results except in the case of cursed gauntlets. These Gauntlets add their bonus to archery projectiles, but not to already magical bows and slings. As with the previous type of Gauntlets, the more magical (higher +) of the bow and the gauntlets takes effect, rather than adding together.

Gauntlets of Gripping: These gauntlets can be commanded to hold any specific object, and results of "Drop Weapon" on the Surprise or Fumble Table will have no effect. However, the grip may only be deactivated during Magic Phase, and therefore it takes more time to change weapons than usual. When using these gauntlets, it takes two extra blows worth of time above normal to change to another weapon. Thus it can take from 1-2 Phases to get rid of a mace, and draw something else.

Gauntlets of Climbing are specially designed gauntlets that allow the wearer to grip tiny cracks in vertical walls, or to hold onto ropes, allowing him to climb at twice the speed of a normal man with the same encumbrance (normally 1/12 of the horizontal speed of the same character).

Gauntlets of Combat are specially designed for combat using Armored Fist. They do 1 die of damage instead of the normal 1 die -1, and have a damage bonus from +1 to +3 per die of damage.

Belts and Girdles

The basic symbologies of magic cause belts and girdles to have the same set of powers that are often found in cloaks. Basically, belts and girdles should contain powers that directly protect or enhance the entire body. Girdles are armored whereas belts are not. Most belts and girdles (called "Belt" in the descriptions) contain normal magical spells or Illusionist spells, but never clerical spells. Of those listed, only Polymorph Self, Levitation, Growth or Diminution, Strength Multiply, Anti-Magic Shell and Flying Belts must be activated.

Belt of Lightness: This belt reduces the amount of encumbrance of the wearer by from 10 to 60 pounds, rolled randomly by the referee.

Belt of Growth or Diminution: This belt allows the wearer to become any size from 6 inches tall to 12 feet tall, changing his size no more than 3 times total per day.

Belt of Giant Strength: This Belt adds 11 to 20 to the Strength of the wearer. This Strength bonus is not additive with any other magical or clerical Strength enhancements, but takes over from any lesser ones, and gives in to any stronger ones.

Belt of Strength Multiply (1/day): This Belt contains the magical Strength spell (4M). It allows the wearer to activate this spell once per day, multiplying his Strength by 1-4 times, as described in the spell, with all bonuses derived from the increased Strength.

Belt of Flotation: This belt allows the wearer to sink into water no further than the level of the belt.

Belt of Mini-Strength (all day): This belt adds from 2-12 (determined per belt) to the Strength of the wearer, and may be worn all day, every day, without ill effects.

Containers

Magical containers may have just about any power suitable to their shape and size. Usually, from their name, they are capable of containing something or already do. There are several powers common to more than one size

or shape of item, and these are described by their power, rather than their shape.

Holding items (Large Sack, Small Sack, Backpack, and Saddlebags) all have in common that they are bigger on the inside than they are on the outside. The inside of a Holding item is in another dimension, and most of what you put inside simply sits in one place there, not moving around with you when you move the item. Thus, a Holding container carries any amount of matter up to a limit of 33 ⅓ times the normal carrying capacity of that container (33 in the case of a Flask), with a reduction in weight of 33 ⅓ times. 100 pounds of gold would weigh only 3 pounds to the carrier of such an item. No item may be put into a Holding item that cannot fit through the mouth or opening of the item. No item may be put into or removed from a Holding item while it is in a magic-damping area, or anywhere where magic will not work temporarily. The destruction of the Holding item will result in the permanent loss of all items stored "inside" it. Living beings may be put inside such items (if they fit through the opening), but will find it very uncomfortable. Living, conscious beings should remain inside a Holding item no more than 12 Turns at a time for any reason.

Lightness items all have in common that they reduce the apparent weight and encumbrance of things put inside them, although no more may be put into such an item than into a normal container of that type. A Lightness item carries its normal capacity with only the weight and encumbrance of the container itself, not of its contents.

A Backpack of Readiness will hold from 1-4 items in position to be summoned by the wearer. The wearer simply has to reach his hand into the Backpack and call "cross" or whatever the item is, and it will leap into his hand, no matter how much junk is in the Backpack. Such a Backpack will hold no more than a normal one in weight or encumbrance; it just helps find things quickly.

A Flask of Djinn/Efrit contains one of the two types, to be summoned out by whoever uncaps the Flask. Remember, however, that someone may have put that Efrit inside the flask for a very good reason.

Flask of Alchemy: This flask is built to convert any one specific substance into another specific substance. It may convert water to wine, or wine to water, or a certain poison into an antidote of that poison, or vice-versa. It normally will not create potions.

Flask of Gushing Water: This type of flask, when uncorked, will shoot out an apparently endless stream of water, with enough force that it is difficult for a normal-strength man to put the cork back in. Either a person with at least Strength 25 (to re-cork it) or a Dispel Magic (to stop it) will turn this one off.

Flask of Potion Multiplying: This type of flask multiplies the duration of effect of a potion from 1-4 times, if it is first poured into this flask. In the case of a Healing or Extra-Healing potion, the healing continues at the same rate for a longer time. In the case of a Poison, it does extra damage. Otherwise, only the duration is altered. A 4-sided die is rolled each time this flask is used, and a result of 1 means that the flask is exhausted for the day.

Trackless Dust eliminates the tracks of 1 or more humanoids, and a small bag contains enough to cover tracks for ¼ mile. Tracks that have been covered with this dust cannot be traced by any non-magical means.

A Cauldron of Potion-Brewing allows potions to be produced by a Magic User in ½ the normal time and at a cost of ½ the normal Spell Points needed for producing a similar potion. This cannot be used by an Alchemist, but only by a Magic User.

A Cauldron of the Undead is used to animate Zombies or Skeletons, by putting bodies or bones into the cauldron. These animated Undead are under the control of whoever is using the Cauldron. No more than 1 body every 10 Turns may be processed in this manner, but there is no limit to the total number of Undead controlled.

Miscellaneous Shapes

This section contains all of those oddball things that don't fit anywhere. Any power is possible, as long as it is appropriate to the shape or form of the item. Magical ropes should do things logical for a rope, and so on.

A Hand of Glory appears to be a severed human hand, somewhat mummified, holding a black candle. When this candle is lit (it is not consumed by burning) the Hand allows the holder to Detect Gems, Detect Gold, and Detect Platinum. It also acts as a Protection spell vs. Good opponents, and radiates an Evil aura when lit.

A Flying Broom is just that, able to carry up to 200 pounds of weight at 36" per turn, and 400 pounds of weight at 24" per turn. It is activated only by its own Word of Command, this word is different for each Broom. Some have this word written on the handle (the previous owner might have had a bad memory). Otherwise, the Word must be determined by magical or clerical means. Magic Analysis is not sufficient to determine this Word.

A Flying Carpet will carry up to 600 pounds at 24" per turn when flying. It has a Word of Command, as a Broom does.

A Teleporting Carpet will Teleport (as the spell) once per day, carrying with it no more than 600 pounds. It has a Word of Command, and the person speaking the Word is the one who must have the destination memorized. See Teleport (5M) for details.

A Mirror of Soul Trapping has the same power as the special shield power of the same name.

A Mirror of Magic Reflection has a ⅓ chance of reflecting back any directed spell that is aimed at someone deliberately holding the mirror toward the spell.

A Mirror of Clairvoyance allows the holder to use the mirror as a means of focusing the spell of that name. Anyone may use such a mirror, and Magic Users may cast

additional, related spells and have them work along with the Clairvoyance, such as Clairaudience or ESP. Limits as the spell of the same name.

A Rope of Climbing will obey commands to a limited extent, raising one end over a wall, gripping bars or other support points, within the limits of its length, with the strength of a normal rope.

A Rope of Stiffening will stiffen to rocklike hardness in any position it is placed, upon command of the holder. It can be used to form a ladder, barricade a door, or used in countless other ways.

A Rope of Entanglement, upon command, will attempt to actively trip and entangle anyone that it touches, whether stepped on or thrown. Use Fast Envelopment Attack Matrix line for tangling, and the Entanglement Saving Throw of the victim for tripping.

A Saddle of Lightness subtracts 50 pounds from the apparent weight and encumbrance being carried by the horse or other animal wearing it. This allows a Light Horse to carry a rider in armor, and other such adjustments.

A Bridle of Invisibility turns the wearing animal invisible, as if it were a Ring or other item for a humanoid. Any animal must be trained to move while invisible.

A Crystal Ball is an item strictly for Magic Users, based on the spell Clairvoyance. Some also have such things as ESP, Clairaudience, or other sensory spells. Offensive spells are not permitted in this form, and therefore the Crystal Ball cannot cast a spell on someone being viewed.

A Torch of Brightness will, upon command, brighten as if a Flash spell were cast at the end of the torch. It may do this no more than 3 times per day. The torch is not consumed by normal flame, but merely burns with a magical fire when lit.

An Eternal Torch is merely a torch that, once lit, is not consumed, and cannot be extinguished except by the use of an Extinguish Fire spell.

Camp Wards come in sets of 12. These little black pyramids, 3" tall, are activated when they are set on the ground, no more than 24' from one to the next, in any shape around an area. They act as a Protection spell to those within, and will flash a blue light when any Enemy approaches nearer than 12" to any Ward. All 12 must be used together in order to function.

A Lantern of Truth Detection casts a warm, yellow light that can be aimed at any person or being. If that person or being tells a lie of any type, the light will turn blue for one Phase.

A Lantern of "Light of Truth" acts as the Illusionist spell of the same name, for no more than 12 Turns at a time. It may be used no more than 3 times per day.

A Bridle of Animal Control continually casts that spell on the wearer of the Bridle, giving control to whoever holds the reins. This Bridle will not work on Monsters, but only on normal animals.

Warlock Character Sheet 1999-2000

Name : Type : Level : Exp. Bonus : % Magic Class :
Strength : I.Q. : Wisdom : Constitution : Dexterity : Agility :
Charisma : Size : Weight : Weirdnesses : Saving Throw : +

Death/Poison : Wands : Stone : Breath : Magic/Staves : Cleric/Staves : Con (V) :
Belief : Charm I : Charm II : Charm III : Fear : Entanglement : Pain :
Gaze : Soul Drain : Physical : Bonuses :

Max Load in inches per Turn 3: 6: 9: 12: 15: 18: 21: Normal Speed:
Max Load with Strength 3: 6: 9: 12: 15: 18: 21: Normal Speed:

Defense Modifier : Attack Modifier : Hit Dice : Archery Modifier : Damage Modifier :
Death Level : Spell Points : Spell Pt. Bonus : Dispel Demon : Healing Bonus :

Hits @ Level 1: 2: 3: 4: 5: 6: 7: 8: 9: 10:
11: 12: 13: 14: 15: 16: 17: 18: 19: 20:
21: 22: 23: 24: 25: 26: 27: 28: 29: 30:

Total Gold :

Times Staved:

Total Experience :
Next Level Goal :
Spell Points Used :

Potions Used:

Hits Taken :

Special Hits Taken:

#	Weight	Item	Description	Total Weight =
		Mount (if any)	:	
		Armor Type	:	
		Shield Type	:	
		Primary Weapon	:	
		Second Weapon	:	
		Archery Weapon	:	
		Archery Ammo	:	
		Other Weapons	:	
		Left Ring	:	
		Right Ring	:	
		Medallion	:	
		Amulet	:	
		Scarab	:	
		Cloak	:	
		Belt or Girdle	:	
		Helmet or Hat	:	
		Boots	:	
		Gauntlets/Gloves	:	
		Staff	:	
		Wands	:	
		Other Items	:	
		Potions	:	
		Extra Items	:	

Magic User Spells				
Level	Spell Name	Cost	Level	Class
1			1	
2			1	
3			2	
4			1 2	
5			3	
6			1 3	
7			2 4	
8			1 4	
9			3 5	
10			1 2 5	
11			4	
12			1 6	
13			2 3	
14			1 6	
15			4 5	
16			1 2	
17			3	
18			1 7	
19			2 4 6	
20			1 3 7	
21			5	
22			1	
23			2 4	
24			1 3 8	
25			2 6	
26			1 8	
27			3 4 5	
28			1 2 7	
29			6	
30			1	

Fighter Abilities			
Level	AbilityName	Level	Next
1		1	
2		1	
3		2	
4		1 2	
5		3	
6		1 3	
7		2 4	
8		1 4	
9		3 5	
10		1 2 5	
11		4	
12		1 3 6	
13		2 5 6	
14		1 4	
15		3	
16		1 2 5 6	
17		4	
18		1 3	
19		2 5 6	
20		1 4	
21		3	
22		2 5 6	
23		1	
24		4	
25		1 2 3	
26		5 6	
27		1	
28		2 4	
29		1 3	
30		5 6	

Clerical Spells				
Level	Per Day	Spells Used	C	S
0			Ø	Ø
1			Ø	Ø
2			Ø	Ø
3			Ø	Ø
4			Ø	Ø
5				
6				
7				
8				
9				
10				
11				
12				
13				

C = Communes used at this level

S = ☑ when a gift from god is tried for. ☒ when it is received.

Thievish Abilities			
Level	AbilityName	Level	Next
1		1 1	
2		1 1 2	
3		1 2	
4		1 2 3	
5		1 2 3	
6		1 2 3 4	
7		1 3 4	
8		1 2 3 4 5	
9		1 2 3 4 5	
10		1 5	
11		1 2 3 4	
12		1 2	
13		1 3 5 6	
14		1 2 4 6	
15		1 2 3	
16		1 4 5	
17		1 2 3 6 7	

Thievish Abilities			
Level	AbilityName	Level	Next
18		1 2 7	
19		1 3 4 5	
20		1 2 6	
21		1 2 3 4	
22		1 5 6 7	
23		1 2 3 8	
24		1 2 4 8	
25		1 3 5	
26		1 2 4 6 7	
27		1 2 3	
28		1 5 8	
29		1 2 3 4 6 7	
30		1 2	

Elven Magic Spells				
Level	Spell Name	Cost	Level	Class
1			1	
2			1	
3			2	
4			1	
5			2	
6			3	
7			1 3	
8			4	
9			2	
10			1 4	
11			3 5	
12			1 2	
13			5	
14			4	
15			1 6	
16			2	
17			3	
18			1 6	
19			4 5	
20			2	
21			1	
22			3	
23			1	
24			7	
25			2 4 6	
26			1	
27			3 5	
28			7	
29			1 2	
30			3	
31			4	
32			1 8	
33			2 6	
34			5	
35			1 3	
36			4 8	
37			1 2	
38			7	
39			1	
40			6	

Warrior Priest Fighter Abilities			
Level	AbilityName	Level	Next
1		1	
2		1	
3		2	
4		1 2	
5		3	
6		1 3	
7		2 4	
8		1 4	
9		3 5	
10		1 2 5	
11		4	
12		1 3 6	
13		2 5 6	
14		1 4	
15		3	
16		1 2 5 6	
17		4	
18		1 3	
19		2 5 6	
20		1 4	
21		3	
22		2 5 6	
23		1	
24		4	
25		1 2 3	
26		5 6	
27		1	
28		2 4	
29		1 3	
30		5 6	

Clerical Spells				
Level	Per Day	Spells Used	C	S
0			Ø	Ø
1			Ø	Ø
2			Ø	Ø
3			Ø	Ø
4			Ø	Ø
5				
6				
7				
8				
9				
10				
11				
12				
13				

C = Communes used at this level

S = ☑ when a gift from god is tried for. ☒ when it is received.

Elven Fighter Abilities			
Level	AbilityName	Level	Next
1		1	
2		1	
3		2	
4		1 2	
5		3	
6		1 3	
7		2 4	
8		1 4	
9		3 5	
10		1 2 5	
11		4	
12		1 3 6	
13		2 5 6	
14		1 4	
15		3	
16		1 2 5 6	
17		4	
18		1 3	
19		2 5 6	
20		1 4	
21		3	
22		2 5 6	
23		1	
24		4	
25		1 2 3	
26		5 6	
27		1	
28		2 4	
29		1 3	
30		5 6	

Illusionist Spells				
Level	Spell Name	Cost	Level	Class
1			1	
2			1	
3			2	
4			1 2	
5			3	
6			1 3	
7			2 4	
8			1 4	
9			3 5	
10			1 2 5	
11			4	
12			1 6	
13			2 3	
14			1 6	
15			4 5	
16			1 2	
17			3	
18			1 7	
19			2 4 6	
20			1 3 7	
21			5	
22			1	
23			2 4	
24			1 3 8	
25			2 6	
26			1 8	
27			3 4 5	
28			1 2 7	
29			6	
30			1	

Spellsinger Spells				
Level	Spell Name	Cost	Level	Class
1			1	
2			1	
3			2	
4			1 2	
5			3	
6			1 3	
7			2 4	
8			1 4	
9			3 5	
10			1 2 5	
11			4	
12			1 6	
13			2 3	
14			1 6	
15			4 5	
16			1 2	
17			3	
18			1 7	
19			2 4 6	
20			1 3 7	
21			5	
22			1	
23			2 4	
24			1 3 8	
25			2 6	
26			1 8	
27			3 4 5	
28			1 2 7	
29			6	
30			1	

Cavalier Fighter Abilities			
Level	AbilityName	Level	Next
1		1 1	
2		1 2	
3		2	
4		1 2 3	
5		1 3	
6		1 3 4	
7		2 4	
8		1 4 5	
9		1 2 3 5	
10		1 2 5	
11		3 4 6	
12		1 3 6	
13		1 2 4 5 6	
14		1 4	
15		2 3 5	
16		1 2 5 6	
17		1 3 4	
18		1 3 6	
19		2 4 5 6	
20		1 4	

Paladin Abilities			
Level	AbilityName	Level	Next
1		1 1	
2		1 2	
3		2	
4		1 2 3	
5		1 3	
6		1 3 4	
7		2 4	
8		1 4 5	
9		1 2 3 5	
10		1 2 5	
11		3 4 6	
12		1 3 6	
13		1 2 4 5 6	
14		1 4	
15		2 3 5	
16		1 2 5 6	
17		1 3 4	
18		1 3 6	
19		2 4 5 6	
20		1 4	

Clerical Spells				
Level	Per Day	Spells Used	C	S
0			Ø	Ø
1			Ø	Ø
2			Ø	Ø
3			Ø	Ø
4			Ø	Ø
5				
6				
7				
8				
9				
10				
11				
12				
13				

C = Communes used at this level

S = ☑ when a gift from god is tried for. ☒ when it is received.

Ranger Abilities			
Level	AbilityName	Level	Next
1		1 1	
2		1 2	
3		2	
4		1 2 3	
5		1 3	
6		1 3 4	
7		2 4	
8		1 4 5	
9		1 2 3 5	
10		1 2 5	
11		3 4 6	
12		1 3 6	
13		1 2 4 5 6	
14		1 4	
15		2 3 5	
16		1 2 5 6	
17		1 3 4	
18		1 3 6	
19		2 4 5 6	
20		1 4	

Clerical Spells				
Level	Per Day	Spells Used	C	S
0			Ø	Ø
1			Ø	Ø
2			Ø	Ø
3			Ø	Ø
4			Ø	Ø
5				
6				
7				

C = Communes used at this level

S = ☑ when a gift from god is tried for. ☒ when it is received.

Magic Spells				
Level	Spell Name	Cost	Level	Class
1			1	
2			1	
3			2	
4			1 2	
5			3	
6			1 3	
7			2 4	
8			1 4	
9			3 5	
10			1 2 5	
11			4	
12			1 6	
13			2 3	
14			1 6	
15			4 5	
16			1 2	
17			3	
18			1 7	
19			2 4 6	
20			1 3 7	
21			5	
22			1	

Hobbit Abilities			
Level	AbilityName	Level	Next
1		1	
2		1	
3		1 1	
4		2	
5		1 2	
6		1 2	
7		3	
8		1 2 3	
9		1 2 3 4	
10		3	
11		1 4	
12		1 2 3 4 5	
13		1 5	
14		1 2	
15		1 3 4 5	
16		2	
17		1	
18		1 2 3 4	
19		5	
20		1 2 6	
21		1 3 4 6	
22		2	
23		1	
24		1 3 4 5	
25		2 6	
26		1 7	

Magical-Fighter Fighter Abilities			
Level	AbilityName	Level	Next
1		1	
2		1	
3		2	
4		1 2	
5		3	
6		1 3	
7		2 4	
8		1 4	
9		3 5	
10		1 2 5	
11		4	
12		1 3 6	
13		2 5 6	
14		1 4	
15		3	
16		1 2 5 6	
17		4	
18		1 3	
19		2 5 6	
20		1 4	
21		3	
22		2 5 6	
23		1	
24		4	
25		1 2 3	
26		5 6	
27		1	
28		2 4	
29		1 3	
30		5 6	

Magical-Fighter Magic Spells				
Level	Spell Name	Cost	Level	Class
1			1	
2			1	
3			2	
4			1 2	
5			3	
6			1 3	
7			2 4	
8			1 4	
9			3 5	
10			1 2 5	
11			4	
12			1 6	
13			2 3	
14			1 6	
15			4 5	
16			1 2	
17			3	
18			1 7	
19			2 4 6	
20			1 3 7	
21			5	
22			1	
23			2 4	
24			1 3 8	
25			2 6	
26			1 8	
27			3 4 5	
28			1 2 7	
29			6	
30			1	

Clerical-Fighter Fighter Abilities			
Level	AbilityName	Level	Next
1		1	
2		1	
3		2	
4		1 2	
5		3	
6		1 3	
7		2 4	
8		1 4	
9		3 5	
10		1 2 5	
11		4	
12		1 3 6	
13		2 5 6	
14		1 4	
15		3	
16		1 2 5 6	
17		4	
18		1 3	
19		2 5 6	
20		1 4	
21		3	
22		2 5 6	
23		1	
24		4	
25		1 2 3	
26		5 6	
27		1	
28		2 4	
29		1 3	
30		5 6	

Clerical Spells				
Level	Per Day	Spells Used	C	S
0			Ø	Ø
1			Ø	Ø
2			Ø	Ø
3			Ø	Ø
4			Ø	Ø
5				
6				
7				
8				
9				
10				
11				
12				
13				

C = Communes used at this level

S = ☑ when a gift from god is tried for. ☒ when it is received.

Fighting-Thief Fighter Abilities			
Level	AbilityName	Level	Next
1		1	
2		1	
3		2	
4		1 2	
5		3	
6		1 3	
7		2 4	
8		1 4	
9		3 5	
10		1 2 5	
11		4	
12		1 3 6	
13		2 5 6	
14		1 4	
15		3	
16		1 2 5 6	
17		4	
18		1 3	
19		2 5 6	
20		1 4	
21		3	
22		2 5 6	
23		1	
24		4	
25		1 2 3	
26		5 6	
27		1	
28		2 4	
29		1 3	
30		5 6	

Fighting-Thief Thievish Abilities			
Level	AbilityName	Level	Next
1		1 1	
2		1 1	
3		1 2 2	
4		1 2	
5		1 2 3 3	
6		1 2 3 4	
7		1 3 4	
8		1 2 3 4 5	
9		1 2 3 4 5	
10		1 5	
11		1 2 3 4	
12		1 2	
13		1 3 5 6	
14		1 2 4 6	
15		1 2 3	
16		1 4 5	
17		1 2 3 6 7	

Magical-Cleric Spells				
Level	Spell Name	Cost	Level	Class
1			1	
2			1	
3			2	
4			1 2	
5			3	
6			1 3	
7			2 4	
8			1 4	
9			3 5	
10			1 2 5	
11			4	
12			1 6	
13			2 3	
14			1 6	
15			4 5	
16			1 2	
17			3	
18			1 7	
19			2 4 6	
20			1 3 7	
21			5	
22			1	
23			2 4	
24			1 3 8	
25			2 6	
26			1 8	
27			3 4 5	
28			1 2 7	
29			6	
30			1	

Magical-Cleric Clerical Spells				
Level	Per Day	Spells Used	C	S
0			Ø	Ø
1			Ø	Ø
2			Ø	Ø
3			Ø	Ø
4			Ø	Ø
5				
6				
7				
8				
9				
10				
11				
12				
13				

C = Communes used at this level

S = ☑ when a gift from god is tried for. ☒ when it is received.

Magical-Thief Magic Spells				
Level	Spell Name	Cost	Level	Class
1			1	
2			1	
3			2	
4			1 2	
5			3	
6			1 3	
7			2 4	
8			1 4	
9			3 5	
10			1 2 5	
11			4	
12			1 6	
13			2 3	
14			1 6	
15			4 5	
16			1 2	
17			3	
18			1 7	
19			2 4 6	
20			1 3 7	
21			5	
22			1	
23			2 4	
24			1 3 8	
25			2 6	
26			1 8	
27			3 4 5	
28			1 2 7	
29			6	
30			1	

Magical-Thief Thievish Abilities			
Level	AbilityName	Level	Next
1		1 1	
2		1 1	
3		1 2 2	
4		1 2	
5		1 2 3 3	
6		1 2 3 4	
7		1 3 4	
8		1 2 3 4 5	
9		1 2 3 4 5	
10		1 5	
11		1 2 3 4	
12		1 2	
13		1 3 5 6	
14		1 2 4 6	
15		1 2 3	
16		1 4 5	
17		1 2 3 6 7	

Clerical-Thief Thievish Abilities			
Level	AbilityName	Level	Next
1		1 1	
2		1 1	
3		1 2 2	
4		1 2	
5		1 2 3 3	
6		1 2 3 4	
7		1 3 4	
8		1 2 3 4 5	
9		1 2 3 4 5	
10		1 5	
11		1 2 3 4	
12		1 2	
13		1 3 5 6	
14		1 2 4 6	
15		1 2 3	
16		1 4 5	
17		1 2 3 6 7	

Clerical-Cleric Clerical Spells				
Level	Per Day	Spells Used	C	S
0			Ø	Ø
1			Ø	Ø
2			Ø	Ø
3			Ø	Ø
4			Ø	Ø
5				
6				
7				
8				
9				
10				
11				
12				
13				

C = Communes used at this level

S = ☑ when a gift from god is tried for. ☒ when it is received.

EXPEDITION REPORT

Date: Expedition to: Level:

Report Writer: Day of Game Week: Exp. Type:

Party at Start:	Party After Expedition:

Encounters	Number	Level	Notes (treasure, occurrences, etc.)

Casualties: Permanent Casualties:

Experience per Character @ 0%: 5%: 10%: 15%: Gold:

Magic or other items of note:

ITEM	START % / STOP %	COST	CHARACTER AND LEVEL	PLAYER	START DATE	STOP DATE

MAGIC SPELL	LEVEL	COST	CHARACTER AND LEVEL	PLAYER	START DATE	STOP DATE

ILLUSIONIST SPELL	LEVEL	COST	CHARACTER AND LEVEL	PLAYER	START DATE	STOP DATE

SPELLSINGER SPELL	LEVEL	COST	CHARACTER AND LEVEL	PLAYER	START DATE	STOP DATE

CLERICAL SPELL	LEVEL	CHARACTER, LEVEL AND EXPERIENCE BONUS	PLAYER	START DATE	STOP DATE

KNOWN CLERICAL SPELLS

0th LEVEL	1st LEVEL	2nd LEVEL
Detect Evil	Cure Light	Benediction
Detect Good	Light	Bless
Detect Magic	Protection / Evil	Find Traps
Heal (1 + Bonus)	Purify Food	Hold Person
Purify Water	Speak with Animals	
Sanctify Water		
Turn Undead		

KNOWN CLERICAL SPELLS

3rd LEVEL	4th LEVEL	5th LEVEL
Continual Light	**Create Water**	
Cure Disease	**Cure Serious Wounds**	
Locate Object	**Neutralize Poison**	
Remove Curse	**Protection / Evil, 1” Radius**	
	Quest	
	Sticks to Snakes	

KNOWN CLERICAL SPELLS

6th LEVEL	7th LEVEL	8th LEVEL

KNOWN MAGIC SPELLS

1st LEVEL	Cost	Class
Sleep	3	1
Charm Person	4	3
Detect Alignment	1	4
Hold Portal	3	3
Read Magic	1	3
Light	3	6
Match	2	2
Read Languages	1	3
Protection	3	4
Detect Magic	1	4

2nd LEVEL	Cost	Class
Magic Missile	4+1/M	3
Phantasm	4	3
Super Sleep	5	1

3rd LEVEL	Cost	Class

KNOWN MAGIC SPELLS

4th LEVEL	Cost	Class

5th LEVEL	Cost	Class

6th LEVEL	Cost	Class

KNOWN MAGIC SPELLS

7th LEVEL	Cost	Class

8th LEVEL	Cost	Class

9th LEVEL	Cost	Class

KNOWN ILLUSION SPELLS

1st LEVEL	Cost
Disguise Object	3
Hypnotism	3
Light	2+1/T
Mirror	2
Illusion	4+1/T

2nd LEVEL	Cost
Phantasm	3
Hypnotic Pattern	4

3rd LEVEL	Cost

KNOWN ILLUSION SPELLS

4th LEVEL	Cost	5th LEVEL	Cost	6th LEVEL	Cost

KNOWN ILLUSION SPELLS

7th LEVEL	Cost	8th LEVEL	Cost	9th LEVEL	Cost

KNOWN SPELLSINGER SPELLS

1st LEVEL	Cost
Sleep	3
Charm Person	3
Sing Magic	1
Create Sound	2

2nd LEVEL	Cost
Hypnotic Song	5
Dance	6+3/t
Awaken	3

3rd LEVEL	Cost

KNOWN SPELLSINGER SPELLS

4th LEVEL	Cost	Class

5th LEVEL	Cost	Class

6th LEVEL	Cost	Class

KNOWN SPELLSINGER SPELLS

7th LEVEL	Cost	Class

Players Name: _____ Initials: _____

Char Type	Level	Sex	Str	Int	Wis	Con	Dex	Agil	Char	Size	Wierdnesses
Hits											
Hits											
Hits											
Hits											
Hits											
Hits											
Hits											
Hits											
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